Global Ruleset

Version 1.0

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1. Introduction

King of the Sea is the pinnacle of World of Warships competition. Originally founded on the EU server, King of the Sea (or KotS) has grown to become a bi-annual event held on four Warships servers. Thanks to its grassroots support, the tournament has grown from its humble beginnings to become the official main event of World of Warships competitive gameplay.

October of 2022 will play host to the fourteenth iteration of the tournament, with ever increasing participation, and refinement. The Game client itself has evolved with the tournament, playing host to spectator mode, new maps, and a host of Tier X ships to choose from. This KotS has a chance to be the greatest one yet.

Thanks to our ever-growing community awareness, and growing volunteer pools, we are doing everything in our power to ensure that the tournament goes as smoothly as possible for all teams involved.

Good luck! And may the best cherish their crowns as true Kings of the Sea.

2. General Information

King of the Sea XIV is divided into two segments: the Regional Tournament, played on the EU, NA, ASIA and CN server, and the International Tournament. For your local Regional Tournament Structure, please see the Appendices.

2.1. International Tournament

2.1.1. The International Tournament is the final stage of King of the Sea, and includes teams from each region.

2.1.2. 14 teams compete in the International Tournament. Three (3) teams from each the ASIA, CN and NA region as well as five (5) teams from EU.

2.1.3. Teams participating in the International Tournament may add additional players up to a total number of fifteen (15) to their roster. These players may not have played for another team in any of the regional tournaments.

2.1.4. In the event a translated version of this ruleset conflicts with the original, this ruleset takes precedence.

2.1.5. The International Tournament will start with a Round Robin Group Stage, followed by a Single Elimination Playoff bracket.

2.1.5.1. Teams will be played in two (2) groups of seven (7) teams based on their regional ranking.

  2.1.5.2. Teams are seeded the following:

    2.1.5.2.1. Group A: EU 1st, CN 1st, NA 2nd, ASIA 2nd, EU 3rd, CN 3rd, EU 5th

    2.1.5.2.2. Group B: NA 1st, ASIA 1st, EU 2nd, CN 2nd, NA 3rd, ASIA 3rd, EU 4th

  2.1.5.3. Matches in the Group Stage are best-of-one with ship bans and predetermined maps. Teams are required to ban a ship for each round until 27.10. 18:00 UTC.

  2.1.5.4. Map rotation for the Group Stage:

- Round 1: Crash Zone Alpha
- Round 2: North
- Round 3: Northern Water
- Round 4: Sea of Fortune
- Round 5: Shatter
- Round 6: Sleeping Giant
- Round 7: Tears of the Desert

  2.1.5.5. Following procedure will determine the final standing of teams in case of ties:

    2.1.5.5.1. Should two teams be tied for a placement, the head-to-head winner will receive the higher placement.

    2.1.5.5.2. Should three or more teams be tied for a placement, the head-to-head record among all tied teams will be used to break the tie. If this is impossible, the next tie breaker will be the point differential of all tie breaker relevant games. In case this is impossible as well, a coin flip will decide.

  2.1.5.6. The top four placed teams of each group advance to the Playoffs.

  2.1.5.7. Matches in the Playoffs are best-of-three. The final is best-of-five.

  2.1.5.8. Ship and map bans will be utilized in the Playoffs.

2.1.6. Participants in the International Tournament need to agree to the legal rules and restrictions set out here: [Official Contest Rules - King of the Sea XIV](#)

2.1.7. Eligible winners will receive the following prize payout based on their team's final standing, divided by the amount of team members in the International Roster.

Final Standing	Team Prize Pool
1st Place	17.500 USD
2nd Place	10.000 USD
3rd Place	7.500 USD
4th Place	5.000 USD
5th-8th Place	2.500 USD

2.1.8. In the case that one or more players in a team are not eligible to receive a cash prize based on the legal rules and restrictions, their prize will be divided equally among all other members of the team.

2.1.9. All teams need to be ready to play during the times set out for the International Tournament, between **12:00 and 19:00 UTC.**

2.2. Schedule

2.2.1.   While the stage being played at any date may vary based on region, the following dates will be used for the event:

Stage	Date
Regional Tournament Day 1	08 October 2022
Regional Tournament Day 2	09 October 2022
Regional Tournament Day 3	15 October 2022
Regional Tournament Day 4	16 October 2022
Regional Tournament Day 5	22 October 2022
Regional Tournament Day 6	23 October 2022
International Finals Day 1	29 October 2022
International Finals Day 2	30 October 2022

2.2.2.   All times are given for a single time zone for each server. It is up to team members to properly convert these to their own timezones.

2.2.3.   The primary time zones are:

Regional Primary Timezones		
EU	UTC +2	CEST (Central European Summer Time)
NA	UTC -4	EDT (Eastern Daylight Time)
ASIA	UTC +8	SGT (Singapore Time)
CN	UTC +8	CST (China Standard Time)

2.3. Format

2.3.1.   All games are played in a **9v9** format with **Tier X** ships only.

2.3.2.   Teams may field up to two (2) battleships.

2.3.3.   The use of carriers, submarines, and superships are prohibited.

2.3.4. Following ship limitations apply:

- Combined limit of Kremlin and Ohio: one (1)
- Combined limit of Petropavlovsk and Napoli: one (1)
- Combined limit of Moskva and A. Nevsky: two (2)
- Combined limit of Kleber, Marceu and Ragnar: three (3)
  - Limit of Kleber: two (2)
  - Limit of Marceau: two (2)
  - Limit of Ragnar: two (2)

2.3.5. Ships not released, in Early Access, not obtainable without purchases or no longer readily available are banned from use. See Appendix B for a comprehensive list.

2.3.6. Any ships banned during the tournament (see paragraph 4.4) are not allowed to be used.

2.3.7. Teams are composed of *at least* nine (9) players and a maximum of fifteen (15) players.

2.3.8. One or two of these players are designated team representatives, and **must** join and be available on the KotS discord.

2.3.9. The total number of teams allowed to register varies by region and can be found in the regional appendices.

2.4. Website and Public Information

2.4.1. All servers will be using Toornament to run their tournaments:

- EU: Link
- NA: Link
- ASIA: Link
- CN: Link

2.4.2. Through Toornament, the public will be able to see:

- Team Name
- Team Logo
- Team Standings

2.5. Game Modifications

2.5.1. All mods from [Aslain's Mod Pack](#) or the official [Wargaming ModStation](#) are allowed.

2.5.2. **All players must have replays enabled.** Replays are enabled by default and should be preserved by teams for all tournament battles **for at least 48 hours.**

Note: Replays are overwritten by default, make sure to copy them to a separate folder following your games.

2.6. Map Pool

2.6.1. Following maps will be played in the tournament:

Map	Battle mode
Crash Zone Alpha	Tournament. Domination.
North	Tournament. Domination.
Northern Waters	Tournament. Domination.
Sea of Fortune	Tournament. Domination - Four Areas
Shatter	Tournament. Domination - Alternative
Sleeping Giant	Tournament. Domination - Alternative
Tears of the Desert	Tournament. Domination.

2.6.2. Map images can be found under the following link: [KotS 14 [Global] - Maps](#)

2.7. Regional Rewards

2.7.1. Rewards are awarded across a 12-15 player roster list.

2.7.2. For a team to be eligible for rewards, they must complete all matches in which they are scheduled. Failure to play all scheduled matches or other misconduct may result in a reduction or full withholding of rewards.

2.7.3. Regional Playoff Rewards can be found in the respective regional Appendix or under the following link: [Kots 14 [Global] - Prize Pool](#)

3.   Team Setup and Communications

3.1.   Registration

3.1.1.   Instructions on how to register are available on the King of the Sea discord server, in the respective regional signup channel:

- EU: #signup-eu
  - Registration opens: 23 September 2022 14:00 UTC
  - Registration closes: 2 October 2022 21:59 UTC
- NA: #signup-na
  - Registration opens: 23 September 2022 14:00 UTC
  - Registration closes: 2 October 2022 03:59 UTC
- ASIA: #signup-asia
  - Registration opens: 23 September 2022 14:00 UTC
  - Registration closes: 2 October 2022 23:59 UTC

3.1.2.   Players can only be a member of one team and may only participate in one region's tournament.

3.1.3.   All participating players will receive a press account prior to the tournament start for mandatory use. The use of this press account is exclusively granted to the player it was handed out to. Distribution of this press account to other players, or the facilitated use of this press account for any other individual is prohibited and may result in tournament or game sanctions.

3.1.4.   For further information regarding the press account rules and to to set them up, please refer to the following guide: KotS 14 [Global] - Press Account Guide

3.1.5.   Teams may modify their roster after the registration phase with permission of a regional adjudicator or organizer and only if there are still outstanding games for that team to play.

3.1.6.   Team Names and Team Tags should be substantially related to each other.

3.1.7.   Registration is by *team*, not by *clan*. Teams can be made up of members of multiple clans.

3.1.8.   Teams are expected to play all matches. Failure to complete assigned games may result in the loss of prizes or other sanctions, including a ban from future tournaments. Should a team need to withdraw they should contact their assigned referee or adjudicator.

3.1.9.   Places in the tournament are allocated by date and time on a first-come, first-served basis. In case the maximum capacity of teams is exceeded, remaining teams will be placed on a waiting list and admitted in case already

registered teams withdraw from the tournament prior to the start of the first game day.

3.2. Registration for CIS players transferring to EU

3.2.1.   Players and teams who transfer from CIS to EU can sign up for KotS XIV [EU] even if account transfers are not completed at registration start.

3.2.2.   Teams may only field players that have an EU account or requested a transfer to the EU server.

3.2.3.   For further information please refer to following FAQ: KotS 14 [EU] - Transfer from CIS to EU - FAQ 2.0

3.3. Team Logos

3.3.1.   Team Logos are not required, but are highly recommended to aid a team's visual brand.

3.3.2.   Logos are to be uploaded to the registration portal.

3.3.3.   Logos should be 200x200 pixels with a transparent background in PNG format.

3.3.4.   For best results, logo elements should be recognizable even when scaled to 80x80. It is also preferable that the logo is easily visible against both light and dark backgrounds, whether by design or by submitting two versions.

3.3.5.   Team Logos should be considered age-appropriate. This is PG-13 or PEGI 12.

3.3.6.   Logos should not contain inappropriate symbols, logos, or images.

3.3.7.   The KotS team reserves the right to reject any and all logos as needed.

3.3.8.   Team logos will be edited as necessary to fit above rules if a solution is not found.

3.3.9.   Team logos should not contain content that is copyrighted or belongs to another game's IP.

3.4. Communications

3.4.1.   The team captain and team co-captain must join the KotS discord.

3.4.2.   Team registration is not possible until a team representative is available in the KotS discord.

3.4.3.   All teams must have one of their reps available on the KotS discord on match days.

3.4.4.   All team representatives must be able to communicate in English (All other servers and international events).

3.4.5.   One team representative must attend the pre-tournament reps meeting.

3.4.6.   Team members are encouraged to join the KotS discord and self-assign the corresponding region role.

3.4.7.   Members of the KotS discord are not allowed to ping WG Staff and should only contact WG Staff if directed to by a tournament staff member.

4. Tournament

4.1. General

4.1.1.   The tournament is conducted using Training Rooms.

4.1.2.   The proper order of maps in each battle in the Qualifier stage may be found in your respective regional section in the Appendix.

4.1.3.   Each battle is hosted by a "Home Team"

    4.1.3.1.   The Home Team occupies the top slot in the respective matchup in Toornament.

    4.1.3.2.   The Host/Home Team is responsible for opening the room and inviting their opponent and any streamers.

4.1.4.   Each room must be named using the format:

Team 1 vs Team 2

4.1.5.   Teams are allowed to change their lineup between games, but cannot change them during a restart.

4.1.6.   Teams should not be readied up until both teams are fully sorted onto their sides.

4.1.7.   If teams are short a player, they can bring a maximum of 1 bot player. The bot player must be set to high intelligence.

4.1.8.   Teams cannot play with less than 8 players and will be considered as no-show if they cannot field a team within the allowed time.

4.1.9. Spectator mode should be enabled, but only official streamers, tournament staff, or designated WG staff may occupy spectator places.

4.2. Room Settings

4.2.1. The battle must be set for twenty (20) minutes.

4.2.2. The battle mode must be set according to paragraph [2.6.1.](#)

4.2.3. Each team must be placed in their correct side and lineups hidden.

4.2.4. It is up to *both teams* to ensure the settings are chosen correctly.

4.2.5. If a mistake is found, notify your opponent as soon as possible. After two minutes have elapsed on the game clock, the game must be played to completion.

4.2.6. Repeated errors by a team in this regard may result in disqualification.

4.3. Maps: The Pick/Ban System

4.3.1. All matches designated in the regional structure appendices below will choose maps via pick/bans on the website.

4.3.2. Pick/ban process is as follows for a best-of-two:

1. Team 1 bans a map.
2. Team 2 bans a map. It can be the same map as Team 1.
3. Team 1 chooses an unbanned map to play for game 1.
4. Team 2 chooses their spawn for game 1.
5. Team 2 chooses the map to play for game 2.
6. Team 1 chooses their spawn for game 2.

4.3.3. Pick/ban process is as follows for a best-of-three:

7. Map bans and picks for maps 1&2 as for a best-of-two series
8. The bot will assign an unplayed and unbanned map for game 3.
9. The bot will assign random spawns.

4.3.4. For a best-of-5, the pick ban format will be as follows:

1. Map bans and picks for maps 1&2 as for a best-of-three series.
2. Team 1 chooses the map to play for game 3.
3. Team 2 chooses their spawn for game 3.
4. Team 2 chooses the map to play for game 4.
5. Team 1 chooses their spawn for game 4.
6. The bot will assign an unplayed and unbanned map for game 5.

7. The bot will assign random spawns.

4.3.5. For a modified best-of-7, the pick ban format will be as follows:

1. No maps will be banned.
2. Map picks for maps 1-4 as for a best-of-five series.
3. Team 1 chooses the map to play for game 5.
4. Team 2 chooses their spawn for game 5.
5. Team 1 chooses the map and spawn to play for game 6.

4.4. Ship Bans

4.4.1. Ship Bans will be used in stages of the tournament listed in the tournament regional appendices. The following procedures will apply to all regions.

4.4.2. At a stage of the event listed within each region's format, an additional ban per team, per series will come into effect.

4.4.3. The additional ban per team will be a blind ban from each team, and apply for the entire series. These bans will be conducted after the map pick/ban process.

4.4.4. There are no class bans, so each ship is an individual ban. Des Moines and Salem are individual ships, as are Shikishima and Yamato, as well as Kleber and Marceau.

4.4.5. If a banned ship is brought, the game is considered a map loss for that team.

5. General Rules

5.1. Score Reporting

5.1.1. Both teams will upload a replay of their game to the tournament website for score reporting.

5.1.2. Specific or additional requirements for score reporting can be found in each regional appendix.

5.2. Disputes and Restarts

5.2.1. After 10 minutes from the scheduled start times, if teams are not into their battles, both of them forfeit the round. If one team is available but the other is not, the present team will receive a win. Instructions on how to report this will be provided by your regional scorekeeper.

5.2.2. All players must have replays enabled. They are enabled by default.

5.2.3. A restart may be requested if:

      5.2.3.1. A player fails to load/disconnects.

      5.2.3.2. The spawns/room settings are incorrect.

      5.2.3.3. There are bugged spawns.

5.2.4. Only 1 restart is allowed per team for single battles and best of 3 series. Teams are allowed 2 restarts during a best of 5 series. Further restarts can occur at organizer discretion in the event of training room issues. Teams should not be readied up until both teams are fully sorted onto their sides.

5.2.5. In the event of a restart, please notify your assigned referee as soon as possible by pinging in discord (or joining the referee voice channel [NA]).

5.2.6. An additional restart can be granted on a case-by-case basis.

5.2.7. Restarts requested by regional organizers, Battle Faults, *do not* count against a team's limit.

5.2.8. During a restart, teams may not change their ship lineup. They can change players if someone cannot reconnect, but not ships.

5.2.9. Restarts cannot be requested after two minutes have passed of game-time. After this time, both teams are considered to have agreed to the game rules and the game should be played to completion.

5.2.10. In the spirit of competition, we trust team reps to do a reasonable job of when and when not to allow exceptions, though request not to fall too far behind schedule.

5.3. Broadcasts

It is the goal of the KotS Organizers to have as many games streamed as possible.

5.3.1. All official streams will be coordinated by the KotS Organizers.

5.3.2. All streamers will load into the battle in spectator mode.

5.3.3. The start of some battles may be held to allow streamers to finish a prior battle. Teams will be informed by a referee if this is the case.

5.3.4. Teams which begin their battles without waiting for a previously announced streamer risk a battle forfeit.

5.3.5. Attempts will be made so that no streamer is streaming their clanmates.

5.3.6. We trust streamers not to pass along information that may skew results. If irrefutable evidence of this is found, said streamer will be banned permanently from all KotS-associated events and a temporary ban will be issued for any player who acted on any such information.

5.3.7. Teams may not refuse or attempt to refuse having their matches broadcast, violations may lead to disqualification.

5.4. Rules for Official Streamers

5.4.1. Streamers wanting to broadcast any part of the tournament are required to obtain the Streamer role on the official discord and register for each gameday they are planning to broadcast.

5.4.2. All official streams will have a minimum five-minute delay.

5.4.3. Streamers are required to report on their streaming stats and to link the respective VOD and/or other video upload (ex. YouTube).

5.4.4. Streamers are required to use the official tournament stream overlays. Overlays should be installed as soon as possible once they are made available and all technical issues should be addressed before the start of the event.

5.4.5. Streamers are required to use the official tournament mod settings.

5.4.6. Streamers are required to use a non-rotating minimap with ship names enabled.

5.4.7. Streamers are not to have facecams during games themselves. Facecams in intermissions are preferred.

5.4.8. Streamers should maintain appropriate respect for all participants, tournament staff, and viewers while streaming the event. Part of this is being on time, others are waiting for you, respect their time.

5.4.9. Streamers should maintain neutrality in their coverage of the game and not overtly support one team or another and should broadcast both teams' perspective in the battle.

5.4.10. While on stream, Streamers must maintain a professional image and should not directly criticize participants, tournament staff, or tournament sponsors. Gameplay commentary is fine, but should maintain a professional tone.

5.4.11. Streamers shall avoid any conduct that would violate the Digital Millennium Copyright Act (DMCA) or any similar laws in other jurisdictions.

5.4.12. Streamers may not stream battles involving a team containing members of a clan or community they are a member of or were a member of in the 3 months preceding the tournament, unless they received approval from the enemy team or direct approval from their regional coordinators.

5.4.13. Individuals or accounts that are barred from playing in King of the Sea are similarly barred from being official streamers.

5.4.14. Streamers may not at any time during a King of the Sea broadcast promote or advertise any third-party games or products without prior approval from the tournament owner.

5.4.15. On NA, a streamer may not play for a team if they are facing an opponent the streamer already casted on the same day.

5.5. Sportsmanship

We're going to number these, but we shouldn't have to. It's 2022 guys.

5.5.1. Treat your opponents with respect. We expect all teams to play seriously, no matter the opponent. Soft-playing or throwing will be treated as unsportsmanlike play and sanctioned if necessary.

5.5.2. We have no desire to punish or disqualify teams unless absolutely necessary. If it is possible to settle disputes without resorting to a formal complaint, we encourage all teams to do so. Those that insist on applying the strict letter of the rules to their opponent will be held to the same standard.

5.5.3. Delaying games unnecessarily is a rules violation and can be punished with a default loss. If you are having technical issues, let your adjudicator and opponent know in good time.

5.5.4. All World of Warships Game Rules apply to any battles played in the tournament.

5.5.5. Players or clans sanctioned under rules in this document or that have been sanctioned by the tournament owner for rule violations in game may be excluded from future KotS iterations at the discretion of the tournament owner.

5.6. Rules for Tournament Staff

5.6.1. Definitions

5.6.1.1. For purposes of this section, "tournament staff" or "staff" includes all coordinators, adjudicators, and referees.

5.6.1.2.   For purposes of this section, "adjudication" means the act of ruling on a dispute between parties and/or the enforcement of a tournament rule. It does not include purely administrative tasks such as score entry or streamer management.

5.6.2.   Staff may not engage in adjudication in any matches involving a team representing their own clan or community OR a team made up of more than 7 members from their clan or community. Similarly, staff may not be assigned to referee a match or group in which such a team is participating.

5.6.3.   Staff who are rostered on a team shall not engage in adjudication of any match while their team is actively playing.

5.6.4.   In the event a procedural rule needs to be changed, staff who are rostered on teams that are still participating in the event shall defer to non competing staff when making such decisions.

5.7. Rule Changes

5.7.1.   The tournament organizer reserves the right to change and update the tournament rules at any time.

5.7.2.   Participants will be notified of any rule changes after the start of the tournament on the tournament discord server. They will also be listed in Appendix J.

5.7.3.   By continuing to participate in the tournament after the changes have been announced, you agree to follow any changed rules.

6. Glossary

Term	Explanation
Regional Coordinators	Tournament administrators, the individuals who make KotS happen.
Adjudicator	Tournament staff that handle administrative tasks and supervise referees.
Referee	Coordinates game day activities and assists organizers as needed.
Scorekeeper	Tournament staff member specifically charged with the entry of results.
Captain	Team leader, a representative who manages his or her team registration.
Game	A part of a match, played on one map.
KotS	Short for "King of the Sea".
Lineup	A list of players and the ships they are bringing into a game.
Match	A number of games between two opponents in a given round.
Matchup	A pairing of two opponents.
Battle Fault	A restart ordered by a tournament official.
Representative	A designated member of a team who handles communication on Discord.
Round	A group of matches played simultaneously.
Stage	A group of rounds played as a continuous structure.
Streamer	A person who broadcasts matches on behalf of the organizers.
Structure	Rules defining the advancement of teams and future matchups.

7. Appendices

7.1. Appendix A: Useful Links

[KotS discord](#)

[Kots XIV link collection](#)

[Guide: How To Make a Training Room](#)

7.2. Appendix B: List of Banned Ships

The following ships are banned from play:

Unobtainable	Dockyard	Early Access	Test Ships
ARP Yamato Thunderer Smaland Smolensk Somers Yoshino B	Puerto Rico	-	Yodo Tromp

7.3. Appendix C: List of Playable Ships

The following ships are allowed to play:

Nation	Battleship	Cruiser	Destroyer
Commonwealth	-	-	Vampire II
France	Bourgogne Republique	Colbert Henri IV Marseille	Kleber Marceau
Germany	Großer Kurfürst Mecklenburg Preussen Schlieffen	Hindenburg	Elbing Z-52
Italy	C. Colombo	Napoli Venezia	Attilio Regolo
Japan	Shikishima Yamato	Yoshino Zao	Harugumo Hayate Shimakaze
Netherlands	-	Gouden Leeuw	-
Pan-Asia	-	Jinan	Yueyang
Pan-Europe	-	-	Halland Ragnar
Soviet Union	Kremlin Slava	Alexander Nevsky Moskva Petropavlovsk Sevastopol Stalingrad	Delny Grozovoi Khabarovsk
Spain	-	-	Alvaro de Bazan
United Kingdom	Conqueror Incomparable St. Vincent	Gibraltar Goliath Minotaur Plymouth	Daring Druid
United States	Montana Ohio Vermont	Austin Des Moines Salem Worcester	F. Sherman Gearing

7.4.   Appendix D: EU Format

King of the Sea (EU) is a six-stage tournament with different progression methods.

The tournament starts with a Qualifier for up to 128 teams, where those teams are narrowed down to 32 teams. Following the Qualifier, 16 teams will move on to the Upper Groups and another 16 teams to the Lower Duels.

Based on their respective results in the Upper Groups, 4 teams move on to the Knockouts, 8 teams to the Playoffs and 4 teams the Intermediate Round, where they will meet 8 teams advancing from the Lower Duels.

In the Intermediate Round 12 teams will fight for 4 slots in the Playoffs.

In the Playoffs, 12 teams fight for the remaining 4 slots in the Knockouts.

The following Knockouts will see the top 8 teams fighting for the regional King of the Sea title and qualifying for the international event.

The final Stage is the International Finals, in which our top three teams will fight the top three from other servers.

EU link collection

7.4.1.   Registration and Performance Ranking

7.4.1.1.   Registration will be handled via a registration website, more details are stated in paragraph 3.1.1.

7.4.1.2.   Teams will enter the tournament on a first come, first served basis based on the order of registration. Registrations that exceed the maximum capacity of 128 teams will be placed on a wait list.

7.4.1.3.   After the registration phase, teams will be placed into 8 seeding pots with 16 teams per seeding pot based on their Performance Ranking. The calculation can be viewed under following link: KotS 14 [EU] - Performance Ranking

7.4.1.3.1.   The seeding pot for the top 16 ranked teams will be split in A for the top 1-8 teams and B for the 9-16 teams. They will be placed in Qualifier brackets in a randomly drawn ABAB or ABBA system.

7.4.1.3.2.   The 7 remaining seeding pots will be randomly placed in Qualifier brackets so that there is one team from each pot in every Qualifier bracket.

7.4.1.3.3. Should there be less than 128 sign ups, seeding pots starting from the bottom may not contain the full 16 teams or be completely empty. This may result in bye rounds for some teams.

7.4.1.4. Progression of teams in stages after the Qualifier is predetermined. The full Bracket including details and progression can be viewed under following link: KotS 14 [EU] - Bracket

7.4.2. Qualifier (Q) - Day 1&2

7.4.2.1. The Qualifier will be played in 16 double elimination brackets of 8 teams playing in a best-of-three format.

7.4.2.2. Qualifier brackets will be determined by a random draw with pots based on a team's performance rating.

7.4.2.3. Progression out of the Qualifier will be the following.

7.4.2.3.1. Winner teams advance to Upper Groups (UG).

7.4.2.3.2. Runner up teams advance to Lower Duels (LD).

7.4.2.3.3. Remaining teams are eliminated.

7.4.2.4. The Qualifier and all subsequent stages will utilize both the map pick/ban and ship ban systems detailed in section 4.3. and 4.4.

7.4.3. Upper Groups (UG) - Day 3

7.4.3.1. The Upper Groups will be played in 4 double elimination bracket groups of 4 teams playing in a best-of-three format.

7.4.3.2. The groups for this stage will be assembled by a predetermined method.

7.4.3.2.1. Winners of Qualifier 1-4 in Group A. Q1 vs Q2, Q3 vs Q4.

7.4.3.2.2. Winners of Qualifier 5-8 in Group B. Q5 vs Q6, Q7 vs Q8

7.4.3.2.3. Winners of Qualifier 9-12 in Group C. Q9 vs Q10, Q11 vs Q12.

7.4.3.2.4. Winners of Qualifier 13-16 in Group D. Q13 vs Q14, Q15 vs Q16.

7.4.3.3.   Progression out of the Upper Groups will be the following.

    7.4.3.3.1.   Winner teams (2-0) advance to the Knockouts (KO).

    7.4.3.3.2.   Runner up (2-1) and 3rd placed (1-2) teams advance to the Playoffs (P).

    7.4.3.3.3.   4th placed teams (0-2) advance to the Intermediate Round (IR).

7.4.4.   Lower Duels (LD) - Day 3

7.4.4.1.   The Lower Duels will be played in 1 single elimination bracket with 1 round of 16 teams playing in a best-of-three format.

7.4.4.2.   The matchups for this stage will be assembled by a predetermined method.

    7.4.4.2.1.   Runner Ups of Qualifier 1&2 in Match 1.

    7.4.4.2.2.   Runner Ups of Qualifier 3&4 in Match 2.

    7.4.4.2.3.   Runner Ups of Qualifier 5&6 in Match 3.

    7.4.4.2.4.   Runner Ups of Qualifier 7&8 in Match 4.

    7.4.4.2.5.   Runner Ups of Qualifier 9&10 in Match 5.

    7.4.4.2.6.   Runner Ups of Qualifier 11&12 in Match 6.

    7.4.4.2.7.   Runner Ups of Qualifier 13&14 in Match 7.

    7.4.4.2.8.   Runner Ups of Qualifier 15&16 in Match 8.

7.4.4.3.   Progression out of the Lower Duels will be the following.

    7.4.4.3.1.   Winning teams advance to the Intermediate Round (IR).

    7.4.4.3.2.   Losing teams are eliminated.

7.4.5.   Intermediate Round (IR) - Day 3

7.4.5.1.   The Intermediate Round will be played in 1 single elimination bracket with 2 rounds of 12 teams playing in a best-of-three format.

7.4.5.2.   The matchups for this stage will be assembled by a predetermined method.

7.4.5.2.1.   Winning teams of Lower Duels 5&6 in Match 1. Winner of that match will play the 4th Place of Upper Group B.

7.4.5.2.2.   Winning teams of Lower Duels 7&8 in Match 2. Winner of that match will play the 4th Place of Upper Group A.

7.4.5.2.3.   Winning teams of Lower Duels 1&2 in Match 3. Winner of that match will play the 4th Place of Upper Group D.

7.4.5.2.4.   Winning teams of Lower Duels 3&4 in Match 4. Winner of that match will play the 4th Place of Upper Group C.

7.4.5.3.   Progression out of the Intermediate Round will be the following.

7.4.5.3.1.   Winners of round 2 advance to the Playoffs (P).

7.4.5.3.2.   Losing teams are eliminated.

7.4.6.   Playoffs (P) - Day 4

7.4.6.1.   The Playoffs will be played in 1 double elimination bracket of 12 teams playing in a best-of-three format.

7.4.6.2.   The matchups for this stage will be assembled by a predetermined method.

7.4.6.2.1.   2nd Place of Upper Groups C & 3rd Place of Upper Group A in WB 1.1. Loser of that match will play the Winner of Intermediate Round Match 2.1.

7.4.6.2.2.   2nd Place of Upper Groups D & 3rd Place of Upper Group B in WB 1.2. Loser of that match will play the Winner of Intermediate Round Match 2.2.

7.4.6.2.3.   2nd Place of Upper Groups A & 3rd Place of Upper Group C in WB 1.3. Loser of that match will play the Winner of Intermediate Round Match 2.3.

7.4.6.2.4.   2nd Place of Upper Groups B & 3rd Place of Upper Group D in WB 1.4. Loser of that match will play the Winner of Intermediate Round Match 2.4.

7.4.6.3.   Progression out of the Playoffs (P) will be the following.

7.4.6.3.1.   Winners of WB Round 2 and Winners of LB Round 3 advance to Knockouts (KO).

7.4.6.3.2.   Losing teams are eliminated.

7.4.7.   Knockouts (KO) - Day 5&6

7.4.7.1.   The Knockouts will be played in 1 double elimination bracket of 8 teams playing in different formats based on the respective round.

7.4.7.1.1.   The Upper Bracket Final is a best-of-five.

7.4.7.1.2.   The EU Final is a modified best-of-seven. The match will start with a 1-0 score in favor of the winner of the Upper Bracket Final.

7.4.7.1.3.   Remaining matches are best-of-three.

7.4.7.2.   The matchups for this stage will be assembled by a predetermined method.

7.4.7.2.1.   Winner teams of Upper Groups A & B in WB 1.1.

7.4.7.2.2.   Winner teams of Upper Groups C & D in WB 2.2.

7.4.7.2.3.   Winner of Playoffs WB 2.1 & Winner of Playoffs LB 3.1 in LB 1.1.

7.4.7.2.4.   Winner of Playoffs WB 2.2 & Winner of Playoffs LB 3.2 in LB 1.2.

7.4.8.   Last Slot for Internationals - Day 6

7.4.8.1.   The two 5th placed teams will play a decider match after the 3rd Place match.

7.4.8.2.   The match is a best-of-three.

7.4.8.3.   The winner of the decider match will join the top 4 for the international event.

7.4.9.   EU Prize Pool

Ranking	Steel	Doubloons	KotS Camos	Made of Steel	Bonus Package - X	King of the Sea Flag	For Personal Merits - Level 3	Economic Bonuses - Unique	Economic Bonuses - Rare	Economic Bonuses - Special
1	7500	7500	50	1	1	1	1	30 of each		
2	6500	6500	45	1	1			25 of each		
3	5500	5500	45	1	1			20 of each		
4	5000	5000	40	1	1			15 of each		
5-6	4000	4000	40	1	1			10 of each		
7-8	3750	3750	30	1	1			10 of each		
9-10	3500	3500	30					10 of each		
11-12	3250	3250	25					10 of each		
13-16	3000	3000	25					5 of each	10 of each	
17-20	2500	2500	20					5 of each	10 of each	
21-24	2250	2250	20					5 of each	10 of each	
25-32	2000	2000	20					5 of each	10 of each	
33-48	1750	1750	15					5 of each	10 of each	
49-64	1250	1250	15					5 of each	10 of each	
65-96	750	750	15					5 of each	10 of each	
97-128	500	500	10						10 of each	
Participation		500	10							10 of each

Note: Prizes are per player, based on a 12 player team.

7.5. Appendix E: NA Format

King of the Sea (North America) is a three-stage tournament. 96 non-seeded teams will begin in the qualifying stage where they'll be narrowed down to 48. The latter will then advance to the groups stage where they'll be narrowed down to 24. The last stage of KotS is a playoff round separated in a Winners and Losers Bracket (WB and LB), Seeded teams and the winners of the Group stage will be placed in the WB while 2nd and 3rd place will be placed in the LB. Playoffs consist of a Double Elimination with a Grand Final where the team coming from the Winners Bracket will have a one game advantage. Seeded teams will be determined by a seeding committee made up of the top 16 teams of the previous KotS. The top 3 teams from the playoffs will compete in the International Stage with other top 3 finishers from the other regions.

NA Toornament Page

Schedule can be viewed in this google sheet.

NA Link Collection

7.5.1. Registration and Seeding.

7.5.1.1. Registration will be handled the website as referenced in 3.1

7.5.1.2. Registrations that exceed the maximum capacity of 104 teams will be placed on a wait list.

7.5.1.3. Once 104 teams signed up, the top 16 finishers from Warships Spring Championship will be sent an extra form to rank the 8 strongest teams that signed up for KotS 14. Those teams will be given a seed.

7.5.1.3.1. In case of a dispute between what once was a singular team in the previous kots the voting power shall go to the team with the most members out of the roster of the original team.

7.5.1.3.2. A team may choose to forfeit their vote.

7.5.1.3.3. The top three seeded teams are based on their Warships Spring Championship Placement

7.5.1.3.3.1. #1 KSC #2 O7 #3 BONKS

7.5.1.4. Seeding is done via Ranked Choice voting.

7.5.1.5. Any team awarded a seed by the process above will be placed in the event accordingly. Refusing or resigning a seed is not permitted.

7.5.1.6. The remaining 96 teams will be ranked via a base xp metric calculated using the permitted ships for the event. The top 9 players of a team will be used for this ranking process.

7.5.1.6.1. While not a perfect method, this distributes teams with close enough accuracy to avoid "stacked" qualifier pools.

7.5.2. Qualifier Stage

7.5.2.1. Qualifier will see 96 teams split up in 8 round robin groups of 8-9 teams each playing in 7 best of 1 rounds.

7.5.2.1.1. Groups 1-8 will play on Saturday 8th October.

7.5.2.1.2. Top 6 teams of each group advance to the next round.

7.5.2.2. Team 1 has "Alpha" spawn in the training room by default.

7.5.2.3. All Teams playing in the Qualifier stage will be required to submit replays to the website for scoring.

7.5.2.4. Map rotation is **fixed** in Qualifiers:
- Round 1 - Crash Zone Alpha
- Round 2 - Northern Waters
- Round 3 - Shatter
- Round 4 - Sea of Fortune
- Round 5 - Sleeping Giant
- Round 6 - North
- Round 7 - Tears of the Desert

7.5.2.5. Tiebreakers

7.5.2.5.1. Should two teams be tied for a placement, the head to head winner will receive the higher placement.

7.5.2.5.2. Should 3 or more teams be tied for a placement, the head to head record among the tied teams will first be applied to break the tie. If this is impossible, the next tiebreaker will be the sum of the point differential for each winning team in the matches between the 3 or more teams.

7.5.3. Qualifying Groups

7.5.3.1.   Qualifying Groups consists of 8 round robin groups of 6 teams, each playing 5 best of 1 rounds on Saturday 15th October.

7.5.3.1.1.   Top 3 teams of each group will advance.

7.5.3.2.   The groups for this stage will be assembled by procedural ranking as described in 7.4.1.6 and will contain the following teams:

● Two of the group winners from Qualifiers.
● Two of the group runner-ups from Qualifiers.
● Two of the group third place from Qualifiers.

7.5.3.3.   Groups will be sorted to avoid 2 or more teams from the same group in Qualifiers playing in the same group.

7.5.3.4.   Map rotation is **fixed** in Qualifying Groups:
● Round 1 - Tears of the Desert
● Round 2 - North
● Round 3 - Sea of Fortune
● Round 4 - Crash Zone Alpha
● Round 5 - Sleeping Giant

7.5.3.5.   The Qualifying Groups will be the first stage of the event to utilize the additional team specific ship bans via the process described in 4.3

7.5.3.6.   Tiebreaks will be decided as written in 7.4.2.5.
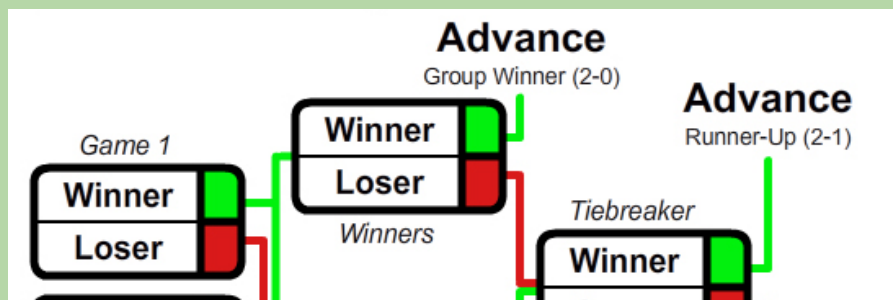
7.5.3.7.   All teams playing in the Qualifying Groups will have to submit a replay to the website.

7.5.4.   Bracket Groups

7.5.4.1.   The Bracket Groups Stage will include the introduction of the eight seeded teams to the 24 teams who progressed from the first stage.

7.5.4.2.   Bracket Groups will utilize a 4 team double elimination bracket as pictured here:

7.5.4.2.1. As shown above, there will be 8 groups of 4 teams competing in a best of 3 series. The top two teams from each group will progress from this stage.

7.5.4.3. All teams playing in the Bracket Groups will have to submit a replay to the website.

7.5.5. Playoff Stage

7.5.5.1. Playoffs will be divided into a Winners Bracket (WB) and a Losers Bracket (LB) which will then lead to a Grand Final between the winner of the WB and the winner of the LB with a one game advantage.

7.5.5.2. All games played in Playoff will be best of 3 with the following exceptions which will be played in best of 5: WB final and Grand final.

7.5.5.2.1. The Grand final will start with a 1 game advantage for the Winner's Bracket victor.

7.5.5.3. Teams will be distributed accordingly:

Group 1a	1
Group 1b	15
Group 2a	2
Group 2b	16
Group 3a	3
Group 3b	13
Group 4a	4
Group 4b	14
Group 5a	5
Group 5b	11
Group 6a	6
Group 6b	12
Group 7a	7
Group 7b	9
Group 8a	8
Group 8b	10

Each group has an a & b team. A is the first place team, B is the runner-up. Progression is aligned to reduce rematches

7.5.5.4.   All teams playing in the Playoff Stage will have to submit a replay to the website for post battle results.

7.5.5.5.   Winning teams will remain in the WB while losing teams will be placed in the LB as shown.

7.5.5.6.   The Playoff stage will utilize both the map pick/ban and ship ban systems detailed in section 4.3. and 4.4.

7.5.5.7.   The top 3 finishing teams will participate in KotS Internationals on 29th and 30th of October

7.5.6.   NA Prize Pool

Ranking	Steel	Doubloons	KotS Camos	Made of Steel	Bonus Package - X	King of the Sea Flag	For Personal Merits - Level 3	Economic Bonuses - Unique	Economic Bonuses - Rare	Economic Bonuses - Special
1	7500	7500	50	1	1	1	1	30 of each		
2	6500	6500	45	1	1			25 of each		
3	5500	5500	40	1	1			20 of each		
4	5000	5000	35	1	1			15 of each		
5-6	4000	4000	30	1	1			10 of each		
7-8	3500	3500	25	1	1			10 of each		
9-12	3000	3000	25					10 of each		
13-16	2500	2500	20					5 of each	10 of each	
17-32	2000	2000	20					5 of each	10 of each	
33-56	1500	1500	15					5 of each	10 of each	
57-80	1000	1000	15					5 of each	10 of each	
81-104	500	500	10						10 of each	
105-128	500	500	10						10 of each	
Participation		500	10							10 of each

Note: Prizes are per player, based on a 12 player team.

7.6. Appendix F: ASIA Format

King of the Sea (Asia) is a two-stage tournament. Teams will begin in the group stage. Eight teams will be seeded to the group stage, splitting into eight different groups based on KotS XIII and Clan Battles Season "Caiman" ranking. The remaining teams will be divided amongst the groups. From this, the top two teams in each group move on to the Regional Playoffs. In the Playoffs, they fight to be the top three teams from the region.

7.6.1. Group Stage

Seeded teams will play in the Group Stage, but will not face each other in this stage. **In this stage we will begin using the team ship bans.**
There are eight seeded teams on the ASIA server.

All teams will compete using a Best of 2 round-robin format. Top 2 of the group advance.

If teams are tied in the final standing, the following factors will be used for tiebreaker in order.

- Head to head results.
- Sum of the points in each match between tied teams.
- Sum of the points in all matches.

7.6.2. Regional Playoffs

This stage is played in **double elimination** format. The first match is RO16. In this match, sixteen teams compete. Placement within the playoffs bracket is dependent on initial seed. Group winners will play against group runner-ups in a best-of-3 matchup on predetermined maps. The loser from this match onward will **continue playing** in the 3rd place bracket.

All matches will be played in best of three (BO 3) format, except Winner bracket final, semifinal and 3rd place final, which will be played in best of five (BO 5) format. From this stage onward, we will use a **map pick/ban system.**

7.6.3 ASIA Prize Pool

Ranking	Steel	Doubloons	KotS Camos	Made of Steel	Bonus Package - X	King of the Sea Flag	For Personal Merits - Level 3	Economic Bonuses - Unique	Economic Bonuses - Rare	Economic Bonuses - Special
1	7500	7500	50	1	1	1	1	30 of each		
2	6500	6500	45	1	1			25 of each		
3	5500	5500	40	1	1			20 of each		
4	5000	5000	35	1	1			15 of each		
5-6	4000	4000	30	1	1			10 of each		
7-8	3500	3500	25	1	1			10 of each		
9-12	3000	3000	25					10 of each		
13-16	2500	2500	20					5 of each	10 of each	
17-32	2000	2000	20					5 of each	10 of each	
33-56	1500	1500	15					5 of each	10 of each	
57-80	1000	1000	15					5 of each	10 of each	
81-104	500	500	10						10 of each	
105-128	500	500	10						10 of each	
Participation		500	10							10 of each

Note: Prizes are per player, based on a 12 player team.

7.6.4 Seed teams, Kots XIV

Top 4 from Kots XIII and team based on Clan Battles Season "Caiman" ranking

Half of the team members must be from the seeded clans/teams.
- Top 4 from Kots XIII
  - VOR
  - -1S
  - SOLO
  - JC

7.6.5   Predetermined maps

A.2.1.   Group stage

	Game 1	Game 2
Group	Sleeping Giant	Sea of Fortune

Maps for Playoff round will use pick/ban system specified in rule 4.3

7.6.6 Schedule

Group stage : 15 October 2022
RO16 and RO 8 + Lower bracket round 1 : 16 October 2022
LB round 2 and 3 + Semifinal : 22 October 2022
LB round 4 + 3rd place match and final : 23 October 2022

7.7. Appendix G: CN Format

The format for King of the Sea XIV (CN) can be found in the translated rules document **here**.

*Link will be added when it is ready

7.8. Appendix H: Map Spawn Locations

Map Name	Alpha Spawn	Bravo Spawn
Crash Zone Alpha	Northwest	Southeast
North	North	South
Northern Waters	North	South
Sea of Fortune	North	South
Sleeping Giant	North	South
Shatter	North	South
Tears of the Desert	Northeast	Southwest

7.9. Appendix I: List of Players permanently banned from KotS

KotS Global Ban List : Players

7.10. Appendix J: Rule Amendments

7.10.1.   Fixed a mistake in 2.3.4. - The combined limit of Moskva and A. Nevsky is two (2) instead of one (1).

7.10.2.   Added 3.2 - Added registration rules for CIS players transferring to EU.

7.10.3.   Added 3.2.3.2 - Transfer instructions and FAQ.

7.10.4.   5.4.10, 5.4.14 and 5.5.5 were changed to more accurately reflect the staff and sponsors.

7.10.5.   Updated Test ships vs playable ships to include Alvaro de Bazan.

7.10.6.   Updated 3.2 - Updated registration rules for CIS players.

7.10.7.   5.4.12 was changed to more accurately reflect the needed approval.

7.10.8.   Added participation of CN and updated 2.1.

7.10.9.   Updated 4.3.1., the website will handle the pick/ban process.

7.10.10.   Removed 7.4.7.3. and added 7.4.8. to reflect the additional 2 slots for the international event.

7.10.11.   7.4.3.2 updated to clarify Upper Group Matches.

7.10.12.   Update format for ASIA group stage 7.6.1 and 7.6.5.

7.10.13.   Added 3.1.4. Press Account Guide

7.10.14.   Updated 7.4.7.1.1. - 3rd Place match is a Bo3

7.10.15.   Updated 2.1.5.3.

7.10.16.   Added 2.1.5.4.

7.10.17.   Moved 2.1.6. to 2.1.5.8.

7.10.18.   Added 2.1.5.5.

7.10.19.   Fixed a mistake in 2.1.5.4.