



TRACKMANIA
GRAND ★ LEAGUE

RULEBOOK

THIS DOCUMENT OUTLINES THE RULES AND REGULATIONS APPLYING TO THE TRACKMANIA GRAND LEAGUE, OPEN GRAND LEAGUE SEASON 3 AND WORLD CUP.

FAILING TO FOLLOW THE RULES AND GUIDELINES PRECISED IN THIS DOCUMENT MAY RESULT IN PUNISHMENT.

BE RESPECTFUL AND AWARE THAT ANY DESIGNATED STAFF HAS THE AUTHORIZATION TO MAKE FINAL CHOICES THAT MAY NOT FOLLOW THESE RULES TO PRESERVE FAIR-PLAY AND SPORTSMANSHIP DURING THIS TOURNAMENT.

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1. GENERAL RULES

1.1 Rule Changes

The finality of all decisions regarding the interpretation of these rules, lies solely with the Trackmania Grand League administrators. Any decisions relating to these rules and/or the tournament cannot be appealed. These rules may be amended, modified or supplemented by tournament officials, from time to time, in order to ensure fair play and the integrity of Trackmania Grand League. Ubisoft Nadeo has the final ruling on all tournament matters.

1.2 Validity of Rules

This is the only rulebook that is valid for the Trackmania Grand League, its participants, and all steps played within the scope of the Trackmania Grand League. With his/her participation, the participant states that he understands and accepts all rules.

1.3 Teams and Players

Only the sixteen Teams selected by Ubisoft Nadeo, due to the quality of their application are allowed to participate in the Competition. Those Teams were selected through an invitation system organized by Ubisoft Nadeo. The organizers reserve the right to refuse the participation in the competition of any person has been subject to a sanction, of whatever nature and for whatever reason, given by Ubisoft Nadeo.

No financial sacrifice within the meaning of Article L321-11 of Internal Security Code is required by the organizers to participate in the competition. Any purchase, of any type whatsoever, does not increase the chances of winning the competition. The chances of winning the competition rely exclusively on the skill, talent, and individual skills of each participant.

1.5 Team eligibility

All players of the Trackmania Grand League have to be at least 16 years of age. Each Team must have one (1) Player, one (1) Team Director, and one (1) streaming channel to participate in the Trackmania Grand League.

1.6 Communication

Discord and e-mail will be used as the main communication methods between organizers and players for the Trackmania Grand League throughout the whole season.

1.7 Cash prize

All prize money should ideally be paid out 30 days after the Trackmania Grand League season in question has been completed, but it may take as long as 90 days for the payment to be completed. If a team does not request the prize money payment within the presented deadline, their payment will be delayed.

1.8 Player changes

In case of a Team having a player who cannot continue the season for any personal reasons, a Team is allowed to make one substitution during the regular season. This substitution must be requested at least 48 hours before the beginning of the next step and must be approved by Ubisoft Nadeo. The substitute will start with the number of points the team had before changing its player.

1.9 Player transfers

1.9.1 Transfer rules

Any transfer of a player from one Team to another Team of the Trackmania Grand League is considered a Player transfer. A “Free Agent Player” is an individual who is not contracted by a Team competing in the Trackmania Grand League.

Player transfers can only occur during the pre-established transfer windows set forth in section 1.9.3. Any period outside of these transfer windows is considered a period of team lock with no new player modification permitted.

If a Team wishes to change its player during the transfer window, the Player must have participated in the Trackmania Grand League of the previous season or in the Combine. Players that have been relegated to Open Grand League cannot be selected by a Team.

1.9.2 Transfer Process

Only Trackmania Grand League teams are allowed to get in touch with other Trackmania Grand League teams in order to discuss and/or initiate the transfer of a Player. Teams are not authorized to reach out or contact any other Players or Team Staff from another Team themselves for the purpose of a Player transfer.

A Team may delegate this right to a member of its Staff as the representative on behalf of the team for the transfer discussion and negotiation purposes. Appointment of said Team Staff shall immediately be notified to Ubisoft Nadeo's TMGL Esports Manager.

Breach of this rule will be considered poaching and will be heavily sanctioned.

1.9.3 Transfer Windows

Transfer Windows are timeframes during which Teams may execute the transfer of a Player from one Team to another. For the sake of clarity, a Team may initiate a discussion and negotiation with another Team regarding an upcoming Transfer of Player outside of the Transfer Window, but the execution of such Transfer may only occur during a Transfer Window.

The Transfer Window for Season 2020/2021 are as follows:

Type	Dates
Mid-Season Transfer Window	From November 22nd, 2020, 9 AM CE(S)T until January 4th, 2021, 11 PM CE(S)T
Off-Season Transfer Window	From July 5th, 2021, 9 AM CE(S)T until August 30th, 2021, 11 PM CE(S)T

1.9.4 Transfer facilitation

In order to facilitate Player transfers during Transfer Windows, to avoid poaching and encourage best practices across all Teams, a set of key information regarding player availability during Transfer Windows will be made available to Teams within the Global Contract Database managed by UBISOFT. The Global Contract Database will also include contact details of the Teams for each organization (at minimum the email address). The key information required are:

- For Players: legal first name, legal family name, and contract end date.
- For Teams: legal first name, legal family name, email address.

If a Team appoints a Point of Contact to manage player transfers in its behalf, access to the Global Contract Database will be granted to the appointed Team Staff. Any change of Point of Contact shall be limited in time and notified to Ubisoft Nadeo, being understood that and any access granted will terminate once the duration of the appointment expires. The communication to Ubisoft Nadeo of the aforementioned information regarding Player's availability for a transfer and Team contract details constitutes a legitimate interest for the protection of the integrity of the Trackmania Grand League and a material condition for the Team's participation in the Trackmania Grand League. Any change in such key information shall be notified to Ubisoft Nadeo whenever a change occurs. Key information contained in the Global Contract Database will be deleted from the Global Contract Database once a Player or the Team leaves the Trackmania Grand League.

2. GAME RULES

2.1 Servers

Tournament referees will specify on which server any match is being played. Only matches played on official Trackmania Grand League servers will be registered.

2.2 Accounts and whitelist

Every server will have its own whitelist based on logins provided by each team. Using any other account is strictly forbidden. Playing a step for someone else is forbidden and will result in a lifetime ban from any official Ubisoft Nadeo tournament. Tournament referees are allowed to check any player IP at any time or ask for any viable proof of identity.

2.3 Spectating

Only tournament referees and streamers provided by each organization are allowed to spectate matches.

2.4 Game start

Players have to join the match server at least 30 minutes before the start of said match, delays are not permitted. If a player joins after the match has started, he will be considered as 16th for any missed maps and will be allowed to play the rest of the step without any penalties. Joining late on more than 2 steps will result in a 20 point penalty applied to the overall standing.

2.5 Discord

Every single player of the league must be on Trackmania Grand League official Discord and in their respective channel for the entire duration of a step.

2.6 Chat restrictions

Only tournament referees are allowed to use game chat during races. No player has the right to talk during a track. Only game-related chat is allowed between the tracks. Any player posting an inappropriate message which could be considered as an insult may be given a warning and/or be disqualified from the step.

2.7 Game crashes/disconnections

If the game server crashes, the race will be replayed from scratch without any advantages. If a player experiences a game crash or is disconnected from the race, the race will not be restarted.

2.8 Cheats/Glitches

The use of any additional hardware, software, or any other external method to modify the game state is considered as cheating. The list includes but is not limited to: Multihacks, Speedhacks, TAS (tool-assisted speedrun) hardware/software. Cheating is strictly forbidden and may lead to immediate disqualification from the step and review of previous matches.

2.9 Cuts

Any use of a shortcut or a different way, other than the one suggested by the track's author will result in a disqualification or a point penalty. Intentional cuts will be defined in advance before the match.

2.10 Intentionally leaving

Players are not allowed to intentionally leave any official Trackmania Grand League match.

2.11 Dispute

In order to dispute race results, players must notify the referee that they would like to protest the game before a new race has begun. In order to dispute race/step results, players must notify the referees of the protest before a new race has begun/step has finished.

2.12 Match-fixing

Match-fixing is defined as an attempt to arrange or influence, in advance, the outcome of a match, or events within the match. Participants, directly or indirectly, are not allowed to accept from or offer to, any person or entity (whether they are participants or otherwise). Players are expected to put forth their best effort in all Steps and Races. Players may not intentionally forfeit a game or conspire to manipulate rankings or brackets. If a race revealed to be arranged, players that were involved are subject to be banned from the competition and any future Trackmania events.

2.13 Behavior

All participants of the Trackmania Grand League are expected to behave in an appropriate and respectful manner towards other participants, spectators, and the admins. Players and Team representatives must act professionally at all times and may not curse, taunt, or use vulgar or inappropriate language. Players and Team representatives are expected to treat all members of Trackmania Grand League staff, and sponsors, with respect.

2.14 Verbal abuse

Players and Team representatives may not verbally abuse a Tournament official. Verbal abuse of a Tournament official includes, but is not limited to, the use of vulgar language directed at a Tournament official, the use of insulting words directed at a Tournament official, and excessive arguments with a Tournament official that results in the delay of a match.

3. PENALTIES

In the event of a breach of the Rulebook, and in particular, in the event of a breach of the Code of Conduct, the Organizers reserve the right to apply a penalty against the Player, according to the seriousness of the infringement found. The Organizers may impose the following sanctions according to the degree, severity, and repetition of any breach found, in the following order of gravity:

3.1 Warning

The player is warned that their behavior is harmful to the smooth running of the Competition and that he/she must stop. In case of recurrence, the Organizers may aggravate the sanction.

3.2 Points penalty

The organizers remove a defined amount of points according to the severity of the breach. The ranking is then updated to reflect the change.

3.3 Step penalty

The organizers annul the player's result step according to the severity of the breach. The ranking is then updated to reflect the change.

3.4 Temporary suspension

The organizers reserve the right to temporarily suspend a team or participant from the competition in the case of a repeated and/or particularly serious violation of the regulation. In case of the suspension of participation in the Competition, the Team

or Participant will not be allowed to participate in steps throughout the suspension period.

3.5 Cash prize suspension

The organizers reserve the right to revoke all or part of the cash prize won by a team or a player in the case of a repeated and/or particularly serious violation of the regulation.

3.6 Disqualification

The organizers reserve the right to disqualify at any time and without notice a team or a player of the competition in the case of a repeated and/or particularly serious violation of the regulation.

3.7 Banishment

The organizers reserve the right to ban at any time and without notice a team or a player of the competition in the case of a repeated and/or particularly serious violation of the regulation for a period of up to five (5) years.

3.8 Other penalties

In addition to these disciplinary sanctions, the organizers reserve the right to sue, as in civil and criminal matters, any person who has or has attempted to disrupt the proper conduct in particular by contributing to a case of cheating, fraud, or automated data processing system whether or not he has participated in the competition.

4. TRACKMANIA GRAND LEAGUE – REGULAR SEASON

4.1 Schedule

Every single step will be played at 8 PM CE(S)T.

Fall 2020 Season :

Showmatch : July, Sunday 12th
Step 1 : September, Sunday 13th
Step 2 : September, Sunday 20th
Step 3 : September, Sunday 27th
Step 4 : October, Sunday 4th
Step 5 : October, Sunday 11th
Step 6 : October, Sunday 18th
The Finals : November, Sunday 1st

Winter 2021 Season :

Step 1 : January, Sunday 24th
Step 2 : January, Sunday 31st
Step 3 : February, Sunday 7th
Step 4 : February, Sunday 14th
Step 5 : February, Sunday 21st
Step 6 : February, Sunday 28th
The Finals : March, Sunday 14th

World Cup :

Open Qualifier : June, Saturday 5th and Sunday 6th

Group stage : June, Saturday 26th & Sunday 27th

Playoffs : July, Sunday 4th

The Organizers reserve the right to modify the dates and schedules.

The Organizers must notify to the Teams of any modification of the schedule at least 48 hours before the affected stage.

4.2 Cash prize

The player finishing first on each map wins 100 euros.

1st : 2400 euros

2nd : 1500 euros

3rd : 1000 euros
4th : 500 euros

4.3 Format

Trackmania Grand League is comprised of 6 steps taking place each week on Sunday. Each step allows players to gain points defined by the rules which impact their overall standings all over the championship. The best 8 players at the end of the 6 steps are granted access to the playoffs.

4.3.1 Champions mode

A step is based on 6 races played on 6 different tracks in Lap mode. Players have to drive six laps on those tracks. All Players will start the race at the same time and every single step is played under the "Champions" mode.

Game mode : Champions

Number of tracks : 6

Number of laps per track : 6

Respawn : Allowed

Hide Opponents : Allowed

Finish Timeout : 30 seconds after the 8th player has crossed the finish line.

At the end of the race, depending on their positions, players will win a certain amount of points defined right below:

Place	Points
1	20
2	14
3	12
4	10
5	9
6	8
7	7
8	6
9	5
10	5
11	4
12	4
13	3
14	3
15	2
16	1

The Player with the best lap time is given two extra points.

4.3.2 Point distribution

Phase 1 – « Opening »

The first two maps are played in the first phase of the step called « Opening », players that finish from the 9th to 16th place do not lose any points gained.

Phase 2 – « Semi »

Map three and four are used in phase two of the step called « Semi», players that finish from the 9th to 16th place lose half of their points gained on the previous maps. All resulting fractional numbers are rounded up to the nearest integer.

Phase 3 – « Final »

The last two maps are part of the last phase of the step called « Final » where players that finish from the 9th to 16th place lose all their points gained on the previous maps. Gained points are applied after the point loss.

At the end of the step, a step standing is generated based on the players' results. All remaining points after the step are added to the overall standing of the competition.

5. TRACKMANIA GRAND LEAGUE – THE FINAL

5.1 Cash prize

1. 4000 euros
2. 2000 euros
3. 1000 euros
4. 500 euros

5.2 Format

Trackmania Grand League playoffs consist of four phases and start with 8 players. The map pack consists of 5 maps picked from the regular season.

Game mode : Final
Number of tracks : 5
Number of laps per track : 2
Number of rounds per track : 3
Respawn : Allowed
Hide Opponents : Allowed
Warm-up : 0

At the end of each round, the player finishing first wins a point and reaches the finalist status, the rest of the players wins no points. To qualify for the next phase, a player needs to win a round while being in finalist status. There can be multiple players with the finalist status.

Phase	Final 8	Final 6
Number of players	8	6

Final 4 :

Game mode : Final
Number of tracks : Best of 3 (2 maps to qualify)
Number of rounds won to win a track : 2 (Best of 3)
Number of laps per track : 2
Respawn : Allowed
Hide Opponents : Allowed
Win by K.O : Yes
Finish Timeout : 10 seconds
Warm-up : 10 seconds

Final 2 :

Game mode : Final

Number of tracks : Best of 5 (3 maps to win)

Number of rounds won to win a track : 4 (Best of 7)

Number of laps per track : 2

Respawn : Allowed

Hide Opponents : Allowed

Win by K.O : Yes

Finish Timeout : 10 seconds

Warm-up : 10 seconds

5.2.1 Win by K.O

A player has two different ways to win a round, the first one is finishing first after the two laps played. The second one called K.O allows the player to win the round by having at least a 2 seconds advantage during 3 consecutive CPs on his opponents. K.O is applied to every match of « The Final ».

5.2.2 Map order

In order to decide the map pack that will be used for the match, a pick & ban is held before the match in the following order :

Final 8 :

4th from « Regular Season » picks map 1

3rd from « Regular Season » picks map 2

2nd from « Regular Season » picks map 3

1st from « Regular Season » picks map 4

Map 5 is the one left

Final 6 :

3rd from « Final 8 » picks map 1

2nd from « Final 8 » picks map 2

1st from « Final 8 » picks map 3

Map 4 is randomized

Final 4 :

4th from « Final 6 » picks map 1

3rd from « Final 6 » picks map 2

2nd from « Final 6 » picks map 3

1st from « Final 6 » picks map 4

Map 5 is the one left

Final 2 :

1st from « Final 4 » picks map 1

2nd from « Final 4 » picks map 2

1st from « Final 4 » picks map 3

2nd from « Final 4 » picks map 4

1st from « Final 4 » picks map 5

6. TRACKMANIA OPEN GRAND LEAGUE – REGULAR SEASON

6.1 Schedule

Every single step will be played at 6 PM CE(S)T.

Fall 2020 Season :

Step 1 : September, Saturday 19th
Step 2 : September, Saturday 26th
Step 3 : October, Saturday 3rd
Step 4 : October, Saturday 10th
Step 5 : October, Saturday 17th
Step 6 : October, Saturday 24th

Winter 2021 Season :

Step 1 : January, Saturday 30th
Step 2 : February, Saturday 6th
Step 3 : February, Saturday 13th
Step 4 : February, Saturday 20th
Step 5 : February, Saturday 27th
Step 6 : March, Saturday 6th
Final & Super Final* : March, Saturday 13th

*Explained in the Combine part.

6.2 Format

6.2.1 Placement match

6.2.1.1 Format

Each player starts the step with a placement match.
Players race on the six Trackmania Grand League maps of the corresponding step following the exact same map order.

At the end of the race, depending on their positions, players win a certain amount of points defined below :

Place	Points
1	40000
2	28000
3	24000
4	20000
5	18000
6	16000
7	14000
8	12000
9	10000
10	10000
11	8000
12	8000
13	6000
14	6000
15	4000
16	4000
17 - 100	3000 to 2000
101 - 1000	1890 to 1000
1000 - 10000	950 to 500
10000+	0

6.2.1.2 Leagues and Repartition

At the end of the 6 maps, players are sent to their league match following this repartition :

Challenger

Number of players : 16
Number of laps per track : 6
Win up to : 10 000 points

Gold

Number of players : 20% of players
Number of laps per track : 6
Win up to : 8 000 points

Silver

Number of players : 48% of players
Number of laps per track : 4
Win up to : 5 000 points

Bronze

Number of players : 32% of players
Number of laps per track : 2

Win up to : 3 000 points

6.2.2 League match

6.2.2.1 Format

A step is based on 6 races played on 6 different tracks in Lap mode. Players have to drive two, four or six laps on those tracks. All Players start the race at the same time and every single step is played under the “Champions” mode.

Game mode : Champions

Number of tracks : 6

Number of laps per track : 6

Respawn : Allowed

Hide Opponents : Allowed

Finish Timeout : 120 seconds

Warm-up : 90 seconds

At the end of the race, depending on their positions, players win a certain amount of points defined below :

Place	Points
1	20
2	14
3	12
4	10
5	9
6	8
7	7
8	6
9	5
10	5
11	4
12	4
13	3
14	3
15	2
16	1

The Player with the best lap time is given two extra points.

6.2.2.2 Point distribution

Phase 1 – « Opening »

The first two maps are played in the first phase of the step called « Opening », players that finish from the 9th to 16th place do not lose any points gained.

Phase 2 – « Semi »

Map three and four are used in phase two of the step called « Semi», players that finish from the 9th to 16th place lose half of their points gained on the previous maps. All resulting fractional numbers are rounded up to the nearest integer.

Phase 3 – « Final »

The last two maps are part of the last phase of the step called « Final » where players that finish from the 9th to 16th place lose all their points gained on the previous maps. Gained points are applied after the point loss.

At the end of the step, a step standing is generated based on the players' results. All remaining points after the step are added to the overall standing of the competition.

6.2.2.3 Point system

Each week players collect points by playing in their league matches and winning points based on their final match placements. After the six steps, the top 8 Open Grand League players face the bottom 8 players of the Trackmania Grand League in the Combine.

Challenger		Gold		Silver		Bronze	
Place	Points	Place	Points	Place	Points	Place	Points
1	10000	1	8000	1	5000	1	3000
2	9865	2	7800	2	4865	2	2805
3	9735	3	7600	3	4735	3	2615
4	9600	4	7400	4	4600	4	2420
5	9465	5	7200	5	4465	5	2225
6	9335	6	7000	6	4335	6	2035
7	9200	7	6800	7	4200	7	1840
8	9065	8	6600	8	4065	8	1645
9	8935	9	6400	9	3935	9	1455
10	8800	10	6200	10	3800	10	1260
11	8665	11	6000	11	3665	11	875
12	8535	12	5800	12	3535	12	680
13	8400	13	5600	13	3400	13	485
14	8265	14	5400	14	3265	14	295
15	8135	15	5200	15	3135	15	100
16	8000	16	5000	16	3000	16	100

7. TRACKMANIA GRAND LEAGUE – HEAD-TO-HEAD

7.1 Schedule

Open Grand League – Final : March, Saturday 13th 7PM CET

Open Grand League – Super Final : March, Saturday 13th 8:30PM CET

Head-to-Head 1 : March, Sunday 21st 6PM CET

Head-to-Head 2 : March, Sunday 21st 7PM CET

Head-to-Head 3 : March, Sunday 21st 8PM CET

Head-to-Head 4 : March, Sunday 21st 9PM CET

7.2 Format

7.2.1 Participants

Open Grand League – Final :

- Open Grand League players ranked from the 5th to 20th position

Open Grand League – Super Final :

- Open Grand League players ranked from the 1st to 4th position
- The best four players from the Open Grand League – Final

Head-to-Head 1 :

- OGL Seed 1 from OGL Super Final
- OGL Seed 4 from OGL Super Final

Head-to-Head 2 :

- OGL Seed 1 from TMGL Regular season (13th)
- OGL Seed 4 from TMGL Regular season (16th)

Head-to-Head 3 :

- OGL Seed 2 from OGL Super Final
- OGL Seed 3 from OGL Super Final

Head-to-Head 4 :

- OGL Seed 2 from TMGL Regular season (14th)
- OGL Seed 3 from TMGL Regular season (15th)

7.2.2 Map pack

The combine uses the same five maps as in the Trackmania Grand League Finals plus one additional map.

7.2.3 Open Grand League – Final

Game mode : Rounds

Number of tracks : 6

Number of laps per track : 6

Respawn : Allowed
Hide Opponents : Allowed
Finish Timeout : 60 seconds
Warm-up : 10 seconds

At the end of the race, depending on their positions, players win a certain amount of points defined below :

Place	Points
1	20
2	14
3	12
4	10
5	9
6	8
7	7
8	6
9	5
10	5
11	4
12	4
13	3
14	3
15	2
16	1

At the end of the 6 maps, the best four players moves up to the Super Final.

7.2.4 Open Grand League – Super Final

Game mode : Rounds
Number of tracks : 6
Number of laps per track : 2
Number of rounds per track : 3
Respawn : Allowed
Hide Opponents : Allowed
Finish Timeout : 60 seconds
Warm-up : 10 seconds

At the end of each round, depending on their positions, players win a certain amount of points defined below :

Place	Points
1	15
2	12
3	9
4	7
5	5
6	3
7	2
8	1

At the end of the 6 maps, the best four players moves up to the Head-to-Head phase.

7.2.5 Head-to-Head Promotion/Relegation

Game mode : Rounds
Number of tracks : Best of 5
Number of laps per track : 2
Number of rounds per track : 4 to 7 (Best of 7)
Respawn : Allowed
Hide Opponents : Allowed
Win by K.O : Yes
Finish Timeout : 10 seconds
Warm-up : 10 seconds

Winner of each match qualifies to the Trackmania Grand League. The other player remains/relegates in Open Grand League.

8. TRACKMANIA GRAND LEAGUE WORLD CUP

8.1 Format

8.1.1 Participants

- 8 players that qualified through the Trackmania Grand League
- 8 players that qualified through the Open Qualifier

On each Trackmania Grand League season, the playoffs « Final 2 » players automatically qualify for the Trackmania World Cup. In case when a player already has a secured Trackmania World Cup slot, the additional slot is not given to other playoff players. The 4 to 6 remaining slots are distributed to the players that gained the most amount of points on both of the Trackmania Grand League seasons combined (and skipping any players that are already qualified).

Additionally, 8 players from the Open Qualifier qualify to the Trackmania World Cup.

8.1.2 Map pack and Cash prize

- Halfpipe
- Circles
- Semiramis
- *Päradice*
- *Map from the TMGL Winter 2021*
- *Map from the TMGL Winter 2021*
- *Map from the TMGL Winter 2021*
- *Map from the TMGL Winter 2021*
- *Released on the 6th of June*
- *Released on the 6th of June*

Every map is played under its 1 lap version.

Cashprize :

1st : 8000 euros
2nd : 4000 euros
3rd : 2000 euros
4th : 1000 euros

8.1.3 Pick & Ban

Seed 1 – Ban
Seed 2 – Ban

Seed 3 – Ban
Seed 4 – Ban
Seed 4 – Pick
Seed 3 – Pick
Seed 2 – Pick
Seed 1 – Pick

Last map is randomized.

8.1.4 Open Qualifier

8.1.4.2 Schedule

Open Qualifier :

Seeding : June, Saturday 5th - 4 PM CET
RO128 : June, Saturday 5th - 5 PM CET
RO64 : June, Saturday 5th - 6 PM CET
RO32 : June, Saturday 5th – 7 PM CET
RO16 : June, Saturday 5th - 8 PM CET

Final #1 : June, Sunday 6th - 5 PM CET
Final #2 : June, Sunday 6th - 6 PM CET
Final #3 : June, Sunday 6th - 7 PM CET
Final #4 : June, Sunday 6th - 8 PM CET

8.1.4.2 Format

To participate in the Open Qualifier, players have to register in game. Registrations are open to every player that has participated in at least one Trackmania Grand League or Trackmania Open Grand League step. The qualifier is comprised of two days of matches.

Day 1 - Seeding

Game mode : Time Attack
Number of maps : 6 (Randomized between the 8 maps)
Time limit per map : 10 minutes

Players are ranked based on :

- (1) Total sum of positions, lower is better
- (2) Total sum of map times, lower is better

Players that have participated in at least one of the two previous Trackmania Grand League seasons skip the seeding phase and have the top seeds based on the overall amount of points won on the two previous seasons.

TOP 128 advance to the next phase (including the Trackmania Grand League players).

Day 1

Game mode : Cup
Number of players : 4
Number of winners : 2
Point limit : 100
Point distribution : 10,6,4,3
Finish Timeout : 15 seconds
Number of maps : 6
Map order : Random
Rounds per map : 4
Warm-up : 0

Top 16 advance to Day 2.

Day 2

Game mode : Cup
Number of players : 4
Number of winners : 2
Point limit : 120
Point distribution : 10,6,4,3
Finish Timeout : 15 seconds
Number of maps : 5
Map order : Pick & Ban
Rounds per map : 4
Warm-up : 0

Top 2 of each Final qualify for the Trackmania World Cup.

8.1.5 Trackmania Grand League World Cup - Group stage

The 16 players play in a round-robin format with six rounds of matches of four players (1v1v1v1). For each round the players are paired using a set of rules designed to ensure that each competitor plays opponents with a similar running score (Swiss system).

The eight players qualified through the Trackmania Grand League will have the top seeds.

Matches are played in the following format :

Game mode : Cup

Point limit : 120
Point distribution : 10,6,4,3
Finish Timeout : 15 seconds
Rounds per map : 4
Maps : Pick&Ban
Warm-up : 0

At the end of each match, players gain points based on their final positions :

1st – 3 points
2nd – 2 points
3rd – 1 point
4th – 0 points

At the end of the group stage, the eight best-ranked players qualify for the finals.

8.1.5.1 Tie-breaking rules used for standings

1. Qualified from (1) Grand League vs (2) Open Qualifier
2. Head-to-head results
3. Number of matches won
4. Tie-breaker 1v1 match in a Best of 5

8.1.6 Trackmania Grand League World Cup - Finals

Single Elimination Bracket

The eight qualified players are placed into semi-finals and the best 2 players from each semi-final advance to the Grand Final.

All matches are played in the following format :

Game mode : Cup
Number of players : 4
Number of winners : 2
Point limit : 140
Point distribution : 10,6,4,3
Finish Timeout : 15 seconds
Rounds per map : 4
Maps : Pick&Ban
Warm-up : 0

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