



RULEBOOK

THIS DOCUMENT OUTLINES THE RULES AND REGULATIONS APPLYING TO THE TRACKMANIA GRAND LEAGUE 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. GAME RULES

1.1 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.

1.2 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.

1.3 Spectating

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

1.4 Game start

Players have to join the match server at least 30 minutes before the start of said match, delays are not permitted.

1.5 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.

1.6 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.

1.7 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.

1.8 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, Speed hacks, TAS (tool-assisted speed run) hardware/software. Cheating is strictly forbidden and may lead to immediate disqualification from the step and review of previous matches.

1.9 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.

1.10 Intentionally leaving

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

1.11 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.

1.12 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.

1.13 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.

1.14 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.

2. 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:

2.1 Warning

The player is warned that their behaviour 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.

2.2 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.

2.3 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.

2.4 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.

2.5 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.

2.6 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.

3. TRACKMANIA GRAND LEAGUE WORLD CUP

3.1 Format

3.1.1 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 number 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.

3.1.2 Map pack and Cash prize

- *Halfpipe*
- *Circles*
- *Semiramis*
- *Paradice*
- *Reversing*
- *Slalom*
- *Picicle*
- *Arctic Split*
- *Released on the 6th of June*
- *Released on the 6th of June*

Every map is played under its 1 lap version.

Cash prize:

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

3.1.3 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.

3.2 Open Qualifier

3.2.1 Schedule

Open Qualifier:

Seeding: May, Saturday 29th - 4 PM CEST
RO128: May, Saturday 29th - 5 PM CEST
RO64: May, Saturday 29th - 6 PM CEST
RO32: May, Saturday 29th - 7 PM CEST

Final #1: May, Sunday 30th - 5 PM CEST
Final #2: May, Sunday 30th - 6 PM CEST
Final #3: May, Sunday 30th - 7 PM CEST
Final #4: May, Sunday 30th - 8 PM CEST

3.2.2 Format

To participate in the Open Qualifier, players have to register in game. Registrations are open to every player. 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 number of points won on the two previous seasons.

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

Day 1 - Direct elimination bracket

Matches will be determined using the Time Attack seedings.

In game rules:

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

In game rules:

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.

3.2.3 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. The first round of matches will be determined using both TMGL and Open Qualifier seeds.

Schedule:

Round 1: June, Saturday 26th 7PM CEST
Round 2: June, Saturday 26th 8PM CEST
Round 3: June, Saturday 26th 9PM CEST
Round 4: June, Sunday 27th 7PM CEST
Round 5: June, Sunday 27th 8PM CEST
Round 6: June, Sunday 27th 9PM CEST

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 point

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

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

3.2.4 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.

Schedule:

Semi Final #1: July, Sunday 4th 7PM CEST
Semi Final #2: July, Sunday 4th 8PM CEST

All matches are played in the following format:

Game mode: Cup

Number of players: 4

Number of winners: 3

Point limit: 140

Point distribution: 10,6,4,3

Finish Timeout: 15 seconds

Rounds per map: 4

Maps: Pick&Ban

Warm-up: 0