



TRACKMANIA
GRAND ★ LEAGUE

RULEBOOK

THIS DOCUMENT OUTLINES THE RULES AND REGULATIONS APPLYING TO THE TRACKMANIA GRAND LEAGUE, OPEN GRAND LEAGUE SEASON 2 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. If a player has no way to charge Ubisoft Nadeo, the cash prize will be kept and paid once the player has found an entity.

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 December 20th, 2021, 9 AM CE(S)T until January 28th, 2022, 11 PM CE(S)T |
| Off-Season Transfer Window | From July 4th, 2022, 9 AM CE(S)T until September 23rd, 2022, 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: Multi hacks, 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. Only the competitive version of OpenPlanet can be used in competitions.

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 Behaviour

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 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.

3.2 Points penalty

The organizers remove a defined number 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 2021 Season:

- Step 1: October, Sunday 17th
- Step 2: October, Sunday 24th
- Step 3: October, Sunday 31st
- Step 4: November, Sunday 7th
- Step 5: November, Sunday 14th
- Step 6: November, Sunday 21st
- Step 7: November, Sunday 28th
- Step 8: December, Sunday 5th

Final Chance: December, Sunday 12th 6PM CE(S)T

Finals: December, Sunday 19th 6PM CE(S)T

Spring 2022 Season:

- Step 1: February, Sunday 20th
- Step 2: February, Sunday 27th
- Step 3: March, Sunday 6th
- Step 4: March, Sunday 13th
- Step 5: March, Sunday 20th
- Step 6: March, Sunday 27th
- Step 7: April, Sunday 3rd
- Step 8: April, Sunday 10th

Final Chance: April, Sunday 17th 6PM CE(S)T

Finals: April, Sunday 24th 6PM CE(S)T

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

- 1st: 3000 euros
- 2nd: 2000 euros
- 3rd: 1000 euros
- 4th: 750 euros

5th: 650 euros
6th: 600 euros
7th: 550 euros
8th: 500 euros

4.3 Format

Trackmania Grand League is comprised of 8 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 8 steps are granted access to the playoffs.

4.3.1 Champions mode

A step is based on 5 races played on 5 different tracks in Lap and Rounds mode. Players have to drive six laps on the first four tracks. All Players will start the race at the same time and every single step is played under the “Champions” mode.

4.3.2 Round 1 to 4

Game mode: Rounds

Number of tracks: 4

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 each race, depending on their positions, players will win a certain number of points defined right below

| Place | Points |
|-----------|--------|
| 1 | 25 |
| 2 | 22 |
| 3 | 20 |
| 4 | 19 |
| 5 | 18 |
| 6 | 17 |
| 7 | 16 |
| 8 | 15 |
| 9 | 5 |
| 10 | 4 |
| 11 | 3 |
| 12 | 3 |
| 13 | 2 |
| 14 | 2 |
| 15 | 1 |

| | |
|-----------|----------|
| 16 | 1 |
|-----------|----------|

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

4.3.3 Finalist round

Game mode: Rounds
 Number of tracks: 1
 Number of laps per track: 2
 Number of rounds: 8
 Respawn: Allowed
 Hide Opponents: Allowed
 Finish Timeout: 10 seconds

On the last map, the map format changes. The map will be played in 2 laps with 8 rounds. Every player becomes a finalist and at the end of each round, the first player wins the match and multiply the number of points he won until then by the finalist multiplier according to the round he won. The later the player qualifies, the bigger the multiplier and the risks are. The step stops when 8 players won the match, the last 8 players multiply their points by 1, meaning that they do not lose their points but missed the opportunity to multiply them.

| Round | Multiplier |
|----------|------------|
| 1 | X2 |
| 2 | X2 |
| 3 | X2 |
| 4 | X2 |
| 5 | X3 |
| 6 | X3 |
| 7 | X4 |
| 8 | X5 |

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

5.2.1 The Final Chance

The Final Chance is comprised by the 8 players who finished from the 9th to 16th place in the Regular Season.

The format will be the same as described in appendix 5.2.2 plus an additional rule called “Delayed entrance”. Alongside that, the Pick phase will be done in reverse, meaning the best seed will select the first map and so on.

Delayed entrance

Players will now enter the match at different rounds based on their seeding. Meaning that in Final 8, players who finished 9th & 10th will play the first round alone, the following round, 11th & 12th will make their entrance into the match until the last player enters.

5.2.2 The Finals

Trackmania Grand League playoffs consist of four phases and start with 9 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: 1

Number of rounds per track: 3

Respawn: Allowed

Hide Opponents: Allowed

Win by K.O: Yes

Warm-up: 10 seconds

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 9 | Final 6 |
| Numbers of player | 9 | 6 |

* The player qualified through « The Final Chance » will start the match at map 3 in the Final 9.

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: 1
 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: 1
 Respawn: Allowed
 Hide Opponents: Allowed
 Win by K.O: Yes
 Finish Timeout: 10 seconds
 Warm-up: 10 seconds

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 1 second advantage during 3 consecutive CPs on his opponents. K.O is applied to every match of « The Final ».

5.2.3 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 9:

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 GRAND LEAGUE: CHALLENGER – REGULAR SEASON

6.1 Schedule

Every single step will be played at 6 PM CE(S)T on the same exact dates as the Trackmania Grand League.

6.2 Cash prize

100 euros will be allocated to the winner of each step.

TMGL:C Finals Prize pool:

1. 1000 euros
2. 500 euros
3. 200 euros

6.3 Format

C.f section 4.3.

6.3.1 Additional rules

1. Trackmania Grand League: Challenger will not have in any time more than seven players from the same country in its player composition. The Top 3 of the Trackmania Grand League: Open automatically qualifies to the Challenger league without taking this rule in consideration.
2. If a player misses 2 steps in a same season, he will be replaced by the current best player in the Trackmania Grand League: Open (taking in count rule 1) and will receive a one-season ban from the TMGLC.
3. If the replacement happens after Step 3, the player coming from TMGLO will be guaranteed to remain in the league for next season and will continue the league with the points that had the player he replaced.

7. TRACKMANIA GRAND LEAGUE: OPEN – REGULAR SEASON

7.1 Schedule

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

Fall 2021 Season:

- Step 1: October, Saturday 23th
- Step 2: October, Saturday 30th
- Step 3: November, Saturday 6th
- Step 4: November, Saturday 13th
- Step 5: November, Saturday 20th
- Step 6: November, Saturday 27th
- Step 7: December, Saturday 4th
- Step 8: December, Saturday 11th

Spring 2022 Season:

- Step 1: February, Saturday 26th
- Step 2: March, Saturday 5th
- Step 3: March, Saturday 12th
- Step 4: March, Saturday 19th
- Step 5: March, Saturday 26th
- Step 6: April, Saturday 2nd
- Step 7: April, Saturday 9th
- Step 8: April, Saturday 16th

7.2 Format

7.2.1 Step format

7.2.1.1 Format

Game mode: Laps

Number of tracks: 5

Number of laps per track: 6

Respawn: Allowed

Hide Opponents: Allowed

Finish Timeout: 2 minutes

At the end of each race, players are ranked based on:

- (1) Race time
- (2) Best lap time*

*Used only if players have the same race time.

At the end of the five maps, players are ranked based on:

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

7.2.1.2 Point system

At the end of each step, players will gain the following number of points according to their placement. Lower is better.

| Place | Points |
|------------------------|---------------|
| 1 | 0 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |
| 6 | 6 |
| 7 | 7 |
| 8 | 8 |
| 9 | 9 |
| <i>Place +1</i> | Points +1 |

Only the six best results will be used for the overall ranking, allowing each player to miss from 0 to 2 steps.

8. TRACKMANIA GRAND LEAGUE – PROMOTION/RELEGATION

8.1 Schedule

Fall 2021 Season:

TMGL:O & TMGL:C Promotion/Relegation: December, Saturday 18th
Head-to-Head: January, Sunday 9th

TMGL:O vs TMGL:C: 5PM CE(S)T
TMGL:C Finals: 6PM CE(S)T

Head-to-Head: From 5PM CE(ST)

Spring 2022 Season:

TMGL:O & TMGL:C Promotion/Relegation: April, Saturday 23rd
Head-to-Head: May, Sunday 8th

TMGL:O vs TMGL:C: 5PM CE(S)T
TMGL:C Finals: 6PM CE(S)T

Head-to-Head: From 5PM CE(ST)

8.2 Format

8.2.1 Participants

TOP 3 from TMGL:O automatically qualifies to the TMGL:C next season.
LAST 3 from TMGL:C are automatically relegated to the TMGL:O.
Every Promotion/Relegation is subject to the region lock rule in TMGL:C.

TMGL:O VS TMGL:C:

- 4th to 8th from TMGL:O and 9th to 13th from TMGL:C

TMGL:C Finals:

- 1st to 8th from TMGL:C

Head-to-Head 1:

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

Head-to-Head 2:

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

Head-to-Head 3:

- TMGL:C Finals Seed 1 from TMGL:C Finals

- TMGL:C Finals Seed 4 from TMGL:C Finals

Head-to-Head 4:

- TMGL:C Finals Seed 2 from TMGL:C Finals
- TMGL:C Finals Seed 3 from TMGL:C Finals

Head-to-Head 5:

- Winner of HtH 3
- Loser of HtH 1

Head-to-Head 6:

- Winner of HtH 4
- Loser of HtH 2

8.2.2 Map pack

Promotion/Relegation matches uses the same five maps as in the Trackmania Grand League Finals.

8.2.3 TMGL:O vs TMGL:C

Game mode: Rounds

Number of tracks: 5

Number of laps per track: 1

Number of rounds per track: 5

Respawn: Allowed

Hide Opponents: Allowed

Finish Timeout: 15 seconds

Warm-up: 10 seconds

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

| Place | Points |
|-------|--------|
| 1 | 25 |
| 2 | 18 |
| 3 | 15 |
| 4 | 12 |
| 5 | 9 |
| 6 | 7 |
| 7 | 5 |
| 8 | 3 |
| 9 | 2 |
| 10 | 1 |

At the end of the 5 maps, the best five players qualify to the next TMGL:C season (subject to the region lock rule).

8.2.4 TMGL:C Finals

Game mode: Rounds

Number of tracks: 5

Number of laps per track: 1

Number of rounds per track: 5

Respawn: Allowed

Hide Opponents: Allowed

Finish Timeout: 15 seconds

Warm-up: 10 seconds

At the end of each round, depending on their positions, players win a certain number 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 5 maps, the best four players move up to the Head-to-Head phase.

8.2.4.1 Additional points

According to their regular season seeding, players will start the match with the following points:

| Place | Points |
|-------|--------|
| 1 | 100 |
| 2 | 80 |
| 3 | 60 |
| 4 | 45 |
| 5 | 30 |
| 6 | 20 |
| 7 | 10 |
| 8 | 5 |

8.2.5 Head-to-Head Promotion/Relegation

Game mode: Rounds
Number of tracks: Best of 5
Number of laps per track: 1
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 Head-to-Head 1, 2 , 5 & 6 qualifies to the next Trackmania Grand League season.

9. TRACKMANIA GRAND LEAGUE WORLD CUP

9.1 Format

9.1.1 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 greatest 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.

9.1.2 Map pack and Cash prize

- *Map from the TMGL Fall 2021*
- *Map from the TMGL Fall 2021*
- *Map from the TMGL Fall 2021*
- *Map from the TMGL Fall 2021*
- *Map from the TMGL Spring 2022*
- *Map from the TMGL Spring 2022*
- *Map from the TMGL Spring 2022*
- *Map from the TMGL Spring 2022*
- *Released on the 12th of June*
- *Released on the 12th 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

9.1.3 Pick & Ban

Seed 4 – Ban

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

Last map is randomized.

9.1.4 Open Qualifier

9.1.4.2 Schedule

Open Qualifier:

Seeding: June, Saturday 11th - 4 PM CET
RO128: June, Saturday 11th - 5 PM CET
RO64: June, Saturday 11th - 6 PM CET
RO32: June, Saturday 11th – 7 PM CET
RO16: June, Saturday 11th - 8 PM CET

Final #1: June, Sunday 12th - 5 PM CET
Final #2: June, Sunday 12th - 6 PM CET
Final #3: June, Sunday 12th - 7 PM CET
Final #4: June, Sunday 12th - 8 PM CET

9.1.4.2 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:

- (3) Total sum of positions, lower is better
- (4) 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.

9.1.5 Trackmania Grand League World Cup - Group stage

The 16 players play a series of four matches which are pre-determined according to the seedings. After that, seedings are re-calculated using the current standings after 4 matches, and the last two series of matches will be using those seeds.

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.

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.

9.1.5.1 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

9.1.6 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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