



TRACKMANIA
GRAND ★ LEAGUE

RULEBOOK

THIS DOCUMENT OUTLINES THE RULES AND REGULATIONS APPLYING TO THE TRACKMANIA GRAND LEAGUE SEASON 3 CIRCUIT AND WORLD CUP 2022.

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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V.1.1 CHANGELOG

[1.8] Improved the substitution rule, a player can only be replaced in case of a medical or family emergency. Each case will still be evaluated case by case, but no exceptions will be made.

[2.X] Removed the Discord rule.

[2.6] Adapted the Game crashes/disconnections rules to the new format.

[2.8] Improved the Cuts/Wall bangs/Identities rule. From now on, an official replay will be sent with the map giving details about each race line and how the map must be driven. Any player using routes outside of these race lines will be sanctioned. Though, driving different trajectories within the race lines is still allowed (Poolside water slide for example). Action keys are allowed on specific parts of each track. Those parts will be pointed out within the official replay.

[TRACKMANIA GRAND LEAGUE REGULAR SEASON]

[+] New schedule with six weeks of competition instead of 8 starting March, Sunday 6th.

[+] New names to define the game modes that can be played in 1v1 and 1v1v1v1:

- **Cup – Short:** Is a game mode where players need to win a certain number of rounds to win the match, where only the first player of each rounds wins a point.
- **Cup – Long:** Is a game mode where players need to win a certain number of maps (2 or +) to win the match, where only the first player of each rounds wins a point. To win a map, players need to win a certain number of rounds.
- **Cup – Classic:** Is the classic cup mode. Exclusively used in the Trackmania Grand League: World Cup.

[+] Every Trackmania Grand League Regular Season match will use the Cup – Short game mode.

[+] New Championship Week (previously called Step) format available in appendix 4.

[+] New Cash Prize repartition available in appendix 4.3

[+] New schedule for track releases, most of the tracks will now be released before the season with a complete schedule of when they will be played instead of having weekly releases. That decision was made to make the training more convenient for everyone and let each player decide to train when they want/can.

[THE FINAL CHANCE]

[+] New format, it is now only played by TOP 9 TO 12 from the Trackmania Grand League Regular Season (was TOP 9 TO 16).

[+] Single elimination bracket, including two semifinals and one final using the Cup – Long format. The winner of the Grand Final qualifies to “The Final”.

[THE FINAL]

[+] No changes.

[TRACKMANIA GRAND LEAGUE: CHALLENGER REGULAR SEASON]

[+] Includes all the changes from the Trackmania Grand League.

[TRACKMANIA GRAND LEAGUE: OPEN REGULAR SEASON]

[+] No longer works as a Championship.

[+] 4 Open Qualifiers open to everyone with 4 TMGL: Open Final qualifying slots available in each one of them.

[+] Each Open Qualifier is composed of one seeding/qualification phase in Time-Attack followed by a single-elimination bracket played in Cup – Short game mode.

[TRACKMANIA GRAND LEAGUE: CHALLENGER FINAL]

[+] New format, using the Cup – Long game mode.

[+] It is now only played by TOP 1 to 4 from the TMGL:C Regular Season (was 1 to 8).

[+] Winner of that match will automatically qualify to the next TMGL Season, replacing the 16th player of the TMGL Regular Season. TOP 2,3 and 4 will participate in the TMGL Promotion double-elimination bracket.

[TRACKMANIA GRAND LEAGUE: OPEN FINAL]

[+] New format, using the Cup – Short game mode.

[+] TOP 4 will automatically qualify to the next TMGL:C Season, replacing the BOTTOM 4 of the TMGL:C Regular Season (was 3) and is not subject to the region limited slots rule. TOP 5-8 will participate in the TMGL:C Promotion match and is subject to the region limited slots rule.

[TRACKMANIA GRAND LEAGUE: CHALLENGER PROMOTION]

[+] New format, using the Cup – Short game mode.

[+] TOP 4 promote to the next TMGL:C Season. BOTTOM 4 demote to the next TMGL:O Season. This match is subject to the region limited slots rule.

[TRACKMANIA GRAND LEAGUE PROMOTION]

[+] New format, using the Cup – Long game mode. More details in appendix 8.2.4.

[TRACKMANIA GRAND LEAGUE: WORLD CUP]

[+] CarlJr (Solary), Pac (MnM Gaming) and Affi (Team BDS) are qualified.

[+] The last TMGL spots will be granted like this (excluding CarlJr, Pac and Affi):

- 1st from the TMGL Spring 2022 Finals
- 2nd from the TMGL Spring 2022 Finals
- 1st from the TMGL Spring 2022 Regular Season
- 2nd from the TMGL Spring 2022 Regular Season
- 3rd from the TMGL Spring 2022 Regular Season

[+] Slalom, Poolside & BoltHoles have been added to the map pack. Only 3 maps will be used from TMGL Spring 2022 Finals and 4 new maps will be exclusively used for the TMGL World Cup 2022.

[+] Group stage now has 8 matches per player (was 6) played in 120 points using Cup – Classic game mode.

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 championship weeks played within the scope of the Trackmania Grand League. With his/her participation, the participant states that he/she 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 must 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 be paid out 30 days after the organization has sent his invoice,

but it may take as long as 90 days for the payment to be completed depending on when the organization has sent their invoice. 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 specific personal reasons such as medical or family 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 championship week 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 or Trackmania Grand League:Challenger of the previous season. Players that have been relegated to TMGL:C 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 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 2021/2022 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 must join the match server at least 10 minutes before the start of the first round of matches, delays are not permitted. If a player joins after the match has started, he will be allowed to play the rest of the match without any penalties. Joining late on more than 2 weeks will result in a penalty applied to the overall standing.

2.5 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.

2.6 Game crashes/disconnections

If the game server crashes, the match will be replayed from the exact situation before the server crash. If a player experiences a game crash or is disconnected from a round, a break of 2 minutes will be started, after those 2 minutes, the match will resume no matter the match situation.

2.7 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 Championship Week and review of previous matches. Only the competitive version of OpenPlanet

can be used in competitions.

2.8 Cuts/Wall bangs/Identities

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. Official replays will be available on the Trackmania Grand League discord. Any use of intentional wall bang during a Trackmania Grand League match can be sanctioned. Every identity must be driven the way it is intended, identities respawn, or safe routes can only be used when a player doesn't have the capacity to pass it or has respawned. Action keys are allowed on specific parts of the track defined within the replay.

2.9 Intentionally leaving

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

2.10 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.

2.11 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.

2.12 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 always act professionally 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.

2.13 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 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 the Championship Week 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 by contributing to a case of cheating, fraud, or automated data processing system whether he has participated in the competition.

4. TRACKMANIA GRAND LEAGUE – REGULAR SEASON

4.1 Schedule

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

Fall 2021 Season:

Championship Week 1: October, Sunday 17th

Championship Week 2: October, Sunday 24th

Championship Week 3: October, Sunday 31st

Championship Week 4: November, Sunday 7th

Championship Week 5: November, Sunday 14th

Championship Week 6: November, Sunday 21st

Championship Week 7: November, Sunday 28th

Championship Week 8: December, Sunday 5th

The Final Chance: December, Sunday 12th

The Final: December, Sunday 19th

Spring 2022 Season:

Seeding Event*: February, Sunday 20th

Championship Week 1: March, Sunday 6th

Championship Week 2: March, Sunday 13th

Championship Week 3: March, Sunday 20th

Championship Week 4: March, Sunday 27th

Championship Week 5: April, Sunday 3rd

Championship Week 6: April, Sunday 10th

The Final Chance: April, Sunday 17th – Right after TMGL:C Finals

The Final: April, Sunday 24th starting 5PM CE(S)T.

*The Seeding Event will determine the seeds used to pre-determine all Track 1 matches for Week 1,2,3 and 4. The Seeding Event will be played in a 1v1v1v1 Swiss System Format. 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 Format

Trackmania Grand League is comprised of 6 weeks taking place each Sunday. Each week allows players to gain medals 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.

4.2.1 Match format

All matches will be played with the following format:

Mode: Cup - Short
Number of tracks: 1
Number of tracks to win: 1
Point limit: 2 (3 points to win a match)
Point system: 1,0,0,0
Number of winners: 3
Respawn: Allowed
Hide Opponents: Allowed
Win by K.O: Yes
Finish Timeout: 3 seconds
Warm-up: 10 seconds

4.2.2 Weekly format

A week is based on 5 tracks, played in Cup mode where each track represents a match. Each track is composed of 4 matches of 4 players each played at the same time.

4.2.1.1 Track details

Track 1 - Seeding

The 16 players are split into 4 pre-determined matches of 4 players each. Track 1 is meant to have a different group composition every week in order to allow every player to meet twice each participant.

- TOP 2 of each match are considered TOP 8
- BOTTOM 2 of each match are considered BOTTOM 8

Track 2 – Seeding

The best 8 players from Track 1 are put into Match 1 & 2.
The bottom 8 players from Track 1 are put into Match 3 & 4.

- TOP 2 of Matches 1 & 2 are considered TOP 4
- BOTTOM 2 of Matches 1 & 2 are considered TOP 5-8
- TOP 2 of Matches 3 & 4 are considered TOP 9-12
- BOTTOM 2 of Matches 3 & 4 are considered TOP 13-16

At the end of Track 2 matches, seeds are set in place and players will start the Up and Down the following groups corresponding to their seeding.

TOP 4 – Champion
TOP 5-8 – Gold
TOP 9-12 – Silver
TOP 13-16 - Bronze

Track 3, 4 and 5 – Up & Down

At the end of each match of Set 3 and 4:

- TOP 2 of each match is promoted to the better group
- BOTTOM 2 of each match is relegated to the bottom group

At the end of Track 5 matches, players are ranked and rewarded following this table:

Group	Rank	Reward
Champion	1	Champion medal
Champion	2	Champion medal
Champion	3	Gold medal
Champion	4	Gold medal
Gold	5	Gold medal
Gold	6	Gold medal
Gold	7	Silver medal
Gold	8	Silver medal
Silver	9	Silver medal
Silver	10	Silver medal
Silver	11	Bronze medal
Silver	12	Bronze medal
Bronze	13	Bronze medal
Bronze	14	Bronze medal
Bronze	15	/
Bronze	16	/

Players are ranked following those rules:

- (1) Most amount of Champion's medal
- (2) Most amount of Gold medal
- (3) Most amount of Silver medal
- (4) Most amount of Bronze medal
- (5) 1v1 Tiebreaker using the Final 2 match-format

4.3 Cash prize

4.3.1 Regular season

Champion's medal: 500 euros per medal

Gold medal: 150 euros per medal

The first player of the regular season will be granted an extra of 1000 euros.

The second player of the regular season will be granted an extra of 500 euros.

4.3.2 The Final

1st: 4000 euros

2nd: 2000 euros

3rd: 1000 euros
4th: 500 euros

5. TRACKMANIA GRAND LEAGUE – THE FINAL

5.1 Format

Trackmania Grand League finals consist of four phases and start with 9 players. The track pack consists of 5 tracks picked from the regular season.

Win by K.O

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

5.1.1 The Final Chance

The Final Chance is comprised by the 4 players who finished from the 9th to 12th place in the Regular Season.

Each match will be played under the Final 2 format described in appendix 5.1.4 in 1v1.

Match 1: #9 vs #12

Match 2: #10 vs #11

Match 3: Winner of each match

The winner of the third match will be participating in “The Final”.

5.1.2 Final 9 and 6

Mode: Cup - Short

Number of tracks: 5

Number of tracks to win: 1

Point limit: 3 (4 points to win a match)

Point system: 1,0

Number of winners: 6 then 4

Respawn: Allowed

Hide Opponents: Allowed

Win by K.O: Yes

Finish Timeout: 3 seconds

Warm-up: 10 seconds

Player qualified from “The Final Chance” will start the match on Track 4.

5.1.3 Final 4

Mode: Cup - Long
Number of tracks: 5
Number of tracks to win: 2
Point limit: 3 (4 points to win a track)
Point system: 1,0
Number of winners: 2
Respawn: Allowed
Hide Opponents: Allowed
Win by K.O: Yes
Finish Timeout: 3 seconds
Warm-up: 10 seconds

5.1.4 Final 2

Mode: Cup - Long
Number of tracks: 5
Number of tracks to win: 3
Point limit: 3 (4 points to win a track)
Point system: 1,0
Number of winners: 1
Respawn: Allowed
Hide Opponents: Allowed
Win by K.O: Yes
Finish Timeout: 3 seconds
Warm-up: 10 seconds

5.2 Track order

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

Final 9:

1st from « Regular Season » picks track 1
2nd from « Regular Season » picks track 2
3rd from « Regular Season » picks track 3
4th from « Regular Season » picks track 4
Track 5 is the one left

Final 6:

1st from « Final 8 » picks track 1
2nd from « Final 8 » picks track 2
3rd from « Final 8 » picks track 3
4th from « Final 8 » picks track 4
Track 5 is the one left

Final 4:

1st from « Final 6 » picks track 1

2nd from « Final 6 » picks track 2
3rd from « Final 6 » picks track 3
4th from « Final 6 » picks track 4
Track 5 is the one left

Final 2:

1st from « Final 4 » picks track 1
2nd from « Final 4 » picks track 2
1st from « Final 4 » picks track 3
2nd from « Final 4 » picks track 4
1st from « Final 4 » picks track 5

6.TRACKMANIA GRAND LEAGUE: CHALLENGER – REGULAR SEASON

6.1 Schedule

Every single Championship Week will be played at 5 PM CE(S)T on the same exact dates as the Trackmania Grand League.

6.2 Cash prize

Champion's medal: 125 euros per medal

6.3 Format

C.f section 4.3.

6.3.1 Additional rules

1. Each country has a maximum of 7 slots allocated in the Trackmania Grand League: Challenger.
2. If a player misses 2 steps in the same season, he will be replaced by the first TMGL:O qualified (taking in count rule 1) player 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 the replaced player had accumulated prior.

7. TRACKMANIA GRAND LEAGUE: OPEN – REGULAR SEASON

7.1 Schedule

Spring 2022

Open Qualifier 1: March, Saturday 12th – Starting 5PM CE(S)T
Open Qualifier 2: March, Saturday 19th – Starting 6PM CE(S)T
Open Qualifier 3: March, Saturday 26th – Starting 7PM CE(S)T
Open Qualifier 4: April, Saturday 2nd – Starting 8PM CE(S)T

7.2 Format

7.2.1 Seeding and qualifications

Game mode: Time Attack
Time per track: 10 minutes
Number of tracks: 2 (Known)
Respawn: Allowed
Hide Opponents: Allowed
Warm-up: 10 seconds

At the end of the second track, players are ranked based on:

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

The best 64 players qualify for the single-elimination bracket.

7.2.2 Single elimination bracket

Mode: Cup - Short
Number of tracks: 1
Number of tracks to win: 1
Point limit: 3 (4 points to win a match)
Point system: 1,0
Number of winners: 2
Respawn: Allowed
Hide Opponents: Allowed
Win by K.O: Yes
Finish Timeout: 3 seconds
Warm-up: 10 seconds

TOP 4 of each qualifier qualify to the Trackmania Grand League: Open Final (16 players).

8. TRACKMANIA GRAND LEAGUE – PROMOTION/RELEGATION

8.1 Schedule

Spring 2022 Season:

TMGL:C Final: April, Sunday 17th starting 5PM CE(S)T

TMGL:O Final: April, Saturday 16th starting 5PM CE(S)T

TMGL:C Promotion: May, Sunday 8th starting 2PM CE(S)T

TMGL Promotion: May, Sunday 8th starting 5PM CE(S)T

8.2 Format

8.2.1 TMGL:C Final

8.2.1.1 Participants

TOP 1 to 4 from the TMGL:C regular season participate in the TMGL:C Finals.

8.2.1.2 Match format

Mode: Cup - Long

Number of tracks: 5

Number of tracks to win: 2

Point limit: 3 (4 points to win a track)

Point system: 1,0

Number of winners: 3

Respawn: Allowed

Hide Opponents: Allowed

Win by K.O: Yes

Finish Timeout: 3 seconds

Warm-up: 10 seconds

8.2.1.3 Track Order

1st from « TMGL:C Regular season » picks track 1

2nd from « TMGL:C Regular season » picks track 2

3rd from « TMGL:C Regular season » picks track 3

4th from « TMGL:C Regular season » picks track 4

Track 5 is the one left

8.2.1.4 Results

- 1st from the TMGL:C Final directly qualify to the next Trackmania Grand League season replacing the 16th player of the TMGL Regular season.
- 2nd, 3rd and 4th will participate in the TMGL Promotion match.

8.2.2 TMGL:O Final

8.2.2.1 Participants

TOP 4 from each TMGL:O qualifier participate in the TMGL:O Finals

8.2.2.2 Match format

Final 16:

Mode: Cup - Short
Number of tracks: 5
Number of tracks to win: 1
Point limit: 2 (3 points to win the match)
Point system: 1,0
Number of winners: 8
Respawn: Allowed
Hide Opponents: Allowed
Win by K.O: Yes
Finish Timeout: 3 seconds
Warm-up: 10 seconds

Final 8:

Mode: Cup - Short
Number of tracks: 5
Number of tracks to win: 1
Point limit: 3 (4 points to win the match)
Point system: 1,0
Number of winners: 4
Respawn: Allowed
Hide Opponents: Allowed
Win by K.O: Yes
Finish Timeout: 3 seconds
Warm-up: 10 seconds

8.2.2.3 Track Order

Randomized

8.2.2.4 Results

- TOP 9-16 from the Final 16 match remains in the Trackmania Grand League: Open next season.
- TOP 5-8 from the Final 8 match will participate in the TMGL:C Promotion match. *Subject to region slots.*
- TOP 4 automatically qualify to the next TMGL:C season. *Not subject to region slots.*

8.2.3 TMGL:C Promotion

8.2.3.1 Participants

- TOP 9-12 from the TMGL:C Regular season
- TOP 5-8 from the Final 8 (TMGL:O Final) match

8.2.3.2 Match format

Final 8:

Mode: Cup - Short
Number of tracks: 5
Number of tracks to win: 1
Point limit: 3 (4 points to win the match)
Point system: 1,0
Number of winners: 4
Respawn: Allowed
Hide Opponents: Allowed
Win by K.O: Yes
Finish Timeout: 3 seconds
Warm-up: 10 seconds

8.2.3.3 Track Order

Randomized

8.2.3.4 Results

- TOP 4 promote to the next TMGL:C season. *Subject to region slots.*
- BOTTOM 4 stay in TMGL:O for the next season.

8.2.4 TMGL Promotion

8.2.4.1 Participants

- TOP 13-14-15 from the TMGL regular season
- TOP 2-3-4 from the TMGL:C Final

8.2.4.2 Match format

Double-elimination bracket

Mode: Cup - Long
Number of tracks: 5
Number of tracks to win: 3
Point limit: 3 (4 points to win the match)
Point system: 1,0
Number of winners: 1
Respawn: Allowed
Hide Opponents: Allowed
Win by K.O: Yes
Finish Timeout: 3 seconds

Warm-up: 10 seconds

- Semi Final WB 1: #13 TMGL VS #3 TMGL:C
- Semi Final WB 2: #14 TMGL VS #2 TMGL:C
- Final LB 1: #15 TMGL VS Loser of the Semi Final WB 2
- Final LB 2: #4 TMGL:C VS Loser of the Semi Final WB 1
- Consolidation Final: Winner of Final LB 1 VS Winner of Final LB 2

8.2.4.3 Results

- Winner of the Semi Final WB 1, 2 and the Consolidation Final promote to TMGL.

9. TRACKMANIA GRAND LEAGUE WORLD CUP

9.1 Format

9.1.1 Participants

- CarlJr (Solary)
- Pac (MnM)
- Affi (BDS)
- 1st from the TMGL Spring 2022 Finals
- 2nd from the TMGL Spring 2022 Finals
- 1st from the TMGL Spring 2022 Regular Season
- 2nd from the TMGL Spring 2022 Regular Season
- 3rd from the TMGL Spring 2022 Regular Season
- 8 players that qualified through the Open Qualifier

9.1.2 Track pack and Cash prize

- *Slalom*
- *Poolside*
- *BoltHoles*
- *Track from the TMGL Spring 2022*
- *Track from the TMGL Spring 2022*
- *Track from the TMGL Spring 2022*
- *Released on the 12th of June*
- *Released on the 12th of June*
- *Released on the 12th of June*
- *Released on the 12th of June*

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 track is randomized.

9.1.4 Open Qualifier

9.1.4.1 Schedule

Seeding: June, Saturday 11th - 4 PM CEST

RO128: June, Saturday 11th - 5 PM CEST

RO64: June, Saturday 11th - 6 PM CEST

RO32: June, Saturday 11th - 7 PM CEST

RO16: June, Saturday 11th - 8 PM CEST

Final #1: June, Sunday 12th - 5 PM CEST

Final #2: June, Sunday 12th - 6 PM CEST

Final #3: June, Sunday 12th - 7 PM CEST

Final #4: June, Sunday 12th - 8 PM CEST

9.1.4.2 Format

To participate in the Open Qualifier, players must 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 tracks: 4 (Randomized between the 8 tracks)

Time limit per track: 10 minutes

Players are ranked based on:

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

Number of players: 4

Number of winners: 2

Point limit: 100

Point distribution: 10,6,4,3

Finish Timeout: 15 seconds

Number of tracks: 6

Track order: Random
Rounds per track: 4
Warm-up: 0
Top 16 advance to Day 2.

Day 2

In game rules:

Game mode: Cup - Classic
Number of players: 4
Number of winners: 2
Point limit: 120
Point distribution: 10,6,4,3
Finish Timeout: 15 seconds
Number of tracks: 5
Track order: Pick & Ban
Rounds per track: 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 four 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.

9.5.1.1 Schedule

Round 1: June, Saturday 25th 5PM CE(S)T
Round 2: June, Saturday 25th 6PM CE(S)T
Round 3: June, Saturday 25th 7PM CE(S)T
Round 4: June, Saturday 25th 8PM CE(S)T
Round 5: June, Sunday 26th 5PM CE(S)T
Round 6: June, Sunday 26th 6PM CE(S)T
Round 7: June, Sunday 26th 7PM CE(S)T
Round 8: June, Sunday 26th 8PM CE(S)T

9.5.1.2 Format

Game mode: Cup - Classic
Point limit: 120
Point distribution: 10,6,4,3
Finish Timeout: 10 seconds
Rounds per track: 4

Tracks: 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.

9.1.5.3 Tie-breaking rules used for standings

1. Tiebreaker 1v1 match in a Best of 5

9.1.6 Trackmania Grand League World Cup – Finals

9.1.6.1 Schedule

Semi Final 1: July, Sunday 3rd 6PM CE(S)T
Semi Final 2: July, Sunday 3rd 7PM CE(S)T
Grand Final: July, Sunday 3rd 8PM CE(S)T

9.1.6.2 Format

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 - Classic
Point limit: 120
Point distribution: 10,6,4,3
Finish Timeout: 10 seconds
Rounds per track: 4
Tracks: Pick & Ban
Warm-up: 0

Trackmania Grand League Rulebook v1.1 – Thursday, 6th of January 2022

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