



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.**

## **TABLE OF CONTENTS**

<b>V.1.1 CHANGELOG .....</b>	<b>Erreur ! Signet non défini.</b>
<b>1. GENERAL RULES .....</b>	<b>4</b>
1.1 Rule Changes .....	4
1.2 Validity of Rules.....	4
1.3 Teams and Players.....	4
1.5 Team eligibility .....	4
1.6 Communication .....	4
1.7 Cash prize .....	4
1.8 Player changes.....	5
1.9 Player transfers .....	5
1.9.1 Transfer rules.....	5
1.9.2 Transfer Process.....	5
1.9.3 Transfer Windows.....	5
1.9.4 Transfer facilitation .....	6
<b>2. GAME RULES .....</b>	<b>7</b>
2.1 Servers.....	7
2.2Accounts and whitelist .....	7
2.3Spectating.....	7
2.4Game start.....	7
2.5Chat restrictions .....	7
2.6Game crashes/disconnections .....	7
2.7Cheats/Glitches.....	7
2.8Cuts/Wall bangs/Identities.....	8
2.9Intentionally leaving .....	8
2.10 Dispute.....	8
2.11 Match-fixing.....	8
2.12 Behavior .....	8
2.13 Verbal abuse.....	8
<b>3. PENALTIES .....</b>	<b>9</b>
3.1 Warning .....	9
3.2Points penalty .....	9
3.3Step penalty .....	9
3.4Temporary suspension .....	9
3.5Cash prize suspension.....	9
3.6Disqualification .....	9
3.7Banishment.....	10
3.8Other penalties .....	10

<b>4. TRACKMANIA GRAND LEAGUE WORLD CUP.....</b>	<b>11</b>
4.1 Format .....	11
4.1.1 Participants.....	11
4.1.2 Track pack and Cash prize .....	11
4.1.3 Pick & Ban .....	11
4.1.4 Open Qualifier .....	11
4.1.5 Trackmania Grand League World Cup - Group stage .....	13
4.1.5.1 Schedule .....	13
4.1.5.2 Format.....	13
4.1.5.3 Tie-breaking rules used for standings .....	14
4.1.6 Trackmania Grand League World Cup – Finals.....	14
4.1.6.1 Schedule .....	14
4.1.6.2 Format.....	14
Single Elimination Bracket.....	14

# **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.

If a player does not start a round or disconnects in the first 5 seconds of a round, the match is paused with a 2 minutes countdown. Per match, a player is allowed to have only one pause of 2 minutes.

### **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 WORLD CUP

## 4.1 Format

### 4.1.1 Participants

- CarlJr (Solary)
- Pac (MnM)
- Affi (BDS)
- Mudda (Orgless)
- Bren (Karmine Corp)
- Massa (BIG)
- Aurel (GamingPrive.com)
- Gwen (Gameward)
- 8 players that qualified through the Open Qualifier

### 4.1.2 Track pack and Cash prize

- *Slalom*
- *Poolside*
- *BoltHoles*
- *Heart*
- *Quicksand*
- *TinyGap*
- *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: 10000 euros

2<sup>nd</sup>: 5000 euros

3rd: 3000 euros

4th: 2000 euros

### 4.1.3 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.

### 4.1.4 Open Qualifier

- **Schedule**

Seeding: June, Saturday 11th - 5 PM CEST  
RO64: June, Saturday 11th - 6 PM CEST  
RO32: June, Saturday 11th - 7 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

- **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: 6  
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.

- Seed 1: Granady (Alternate ATTAX)
- Seed 2: Papou (Team GO)
- Seed 3: Binkss (Izidream)
- Seed 4: Kappa (SINNERS)
- Seed 5: Mime (ITB)
- Seed 6: Otaaaq (Lille Esport)
- Seed 7: Tween (Orks Numelops)

TOP 64 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: 140  
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: 140  
Point distribution: 10,6,4,3  
Finish Timeout: 15 seconds  
Number of tracks: 5  
Track order: Pick phase  
Rounds per track: 4  
Warm-up: 0

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

### **4.1.5 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.

#### **4.1.5.1 Schedule**

Round 1: June, Friday 1<sup>st</sup> of July 4PM CEST  
Round 2: June, Friday 1<sup>st</sup> of July 5PM CEST  
Round 3: June, Friday 1<sup>st</sup> of July 6:30PM CEST  
Round 4: June, Friday 1<sup>st</sup> of July 7:30PM CEST

Round 5: June, Saturday 2<sup>nd</sup> of July 3PM CEST  
Round 6: June, Saturday 2<sup>nd</sup> of July 4PM CEST  
Round 7: June, Saturday 2<sup>nd</sup> of July 5:30PM CEST  
Round 8: June, Saturday 2<sup>nd</sup> of July 6:30PM CEST

#### **4.1.5.2 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** – 4 points  
**2nd** – 3 points  
**3rd** – 2 points  
**4th** – 1 point

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

#### **4.1.5.3 Tie-breaking rules used for standings**

4.1.5.3.1 Tiebreaker 1v1 match in a Best of 5

### **4.1.6 Trackmania Grand League World Cup – Finals**

#### **4.1.6.1 Schedule**

Semi Final 1: July, Sunday 3rd 5PM CEST  
Semi Final 2: July, Sunday 3rd 6PM CEST  
Grand Final: July, Sunday 3rd 7PM CEST

#### **4.1.6.2 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: 140  
Point distribution: 10,6,4,3  
Finish Timeout: 10 seconds  
Rounds per track: 4  
Tracks: Pick & Ban  
Warm-up: 0

***Trackmania Grand League World Cup Rulebook v1.1 – Monday, 9<sup>th</sup> of May 2022***

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