Asia and Oceania Trackmania Championship: Fall 2022

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Event Overview

Asia and Oceania Trackmania Championship (AOTC) is the premier Trackmania tournament for players in the Asia, Middle East, and Oceania region. AOTC is a solo Trackmania competition. This edition will be fully held in an online environment on the game Trackmania (2020).

Schedule

- Players can register until 14.10.2022, 23:59 SGT (GMT +8)

- The main event will be held from 15.10.2022 to 16.10.2022.

Staff

The event is organized by the following staff members:

- Adli 'Lvyathan' Hussain - Staff - Lvyathan#6114 on Discord;

- Resi 'resir014' Respati - Staff - resir014#4168 on Discord;

- 'rizimist' - Staff - rizimist.#8239 on Discord;

- Oskars 'SRK' Zvejnieks - FastPoint Staff - SRK#1374 on Discord.

1. Participation

1.1. Eligibility

To participate in the event, a player must be from the Asia, Middle East, or Oceania region, and has Trackmania game access based on either of the following editions:

- Trackmania (2020) Standard edition;

- Trackmania (2020) Club edition.

Staff and mappers are allowed to participate in the event.

Players with questionable country representation can be contacted for a background check, ensuring competitive integrity.

Players are considered a country's representative if they are currently living in that country for at least 3 years with a proof of residency, have the nationality of that country in the passport or ID card or is a citizen of the represented country.

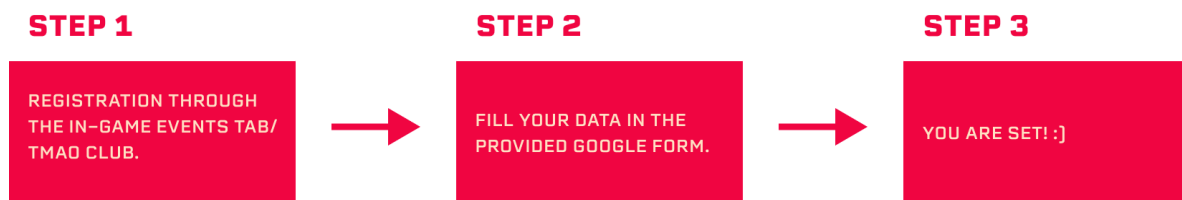*See Appendix A for a list of allowed countries.*

1.2. Registration

The registration process is done in-game, in the Events menu on the Live tab. Players must also fill in the following form after registering for the event:

- https://forms.gle/Cqu9zHB8mPrmfWNe7

Refer to Figure 1 to see the complete registration flow.

Figure 1. Registration flow.

STEP 1 — REGISTRATION THROUGH THE IN-GAME EVENTS TAB/ TMAO CLUB. → STEP 2 — FILL YOUR DATA IN THE PROVIDED GOOGLE FORM. → STEP 3 — YOU ARE SET! :]

1.3. Communication

All communication between the staff and the participants will happen via Discord. It is the participants' responsibility to follow the rules, updates and the staff will not be held accountable for any damages incurred by the change of event circumstances if said changes were announced publicly beforehand.

The official event communication channels are located at:

- Trackmania Asia/OCE Discord: https://discord.gg/JpbfaQu3Bd

- Twitter: https://twitter.com/TMAsia_OCE

2. Event Format

2.1. Prize Pool

The base prize pool for the event is US$170. The prize pool will be distributed as follows:

- 1st - 40 USD

- 2nd - 30 USD

- 3rd - 20 USD

- 4th - 10 USD

*The prize pool can increase during the competition with prize pool contributions as defined in section 2.1.1.

2.1.1. Contributions

2.1.1.1. Crowdfunding

It is possible to contribute to the final prize pool by donating to the following link:

- [Paypal](#) (leave a comment mentioning the donation is meant for the event's prize pool)

2.1.1.2. Limited Edition Skins

You can help increase the prize pool of the event by purchasing the limited-edition AOTC: Fall 2022 skin designed by Lvyathan, courtesy of TM Skins.

- https://tmskins.gumroad.com/l/AOTCFALL

2.2. Maps

The event will be played in a pool of 5 mixed-style maps created by the community. Maps will be revealed two weeks before the event.

- AOTC | Nauvo by wormi and Clearvision

- AOTC | Entwined by EdamameTV

- AOTC | Stoke Strain by Zepna

- FP ||| Sunny Outside by EdamameTV

- FP ||| Archetype by Karlukki

The map pack will be available on the Trackmania Asia/OCE club in-game, and on Trackmania Exchange:

- https://trackmania.exchange/mappack/view/1950

2.3. Event Stages

The event is held in two different stages; Seeding and Bracket. Refer to Table 1 for a complete schedule of the event.

A detailed view of the format is available on this spreadsheet.

Table 1. Event schedule. (Subject to change)

Day	Round	Time					
		UTC	TRT	IST	SGT	JST	AEST
Day #1 15.10.22	Seeding	6:00	9:00	11:30	14:00	15:00	16:00
	UB/LB Round 1	7:00	10:00	12:30	15:00	16:00	17:00
	UB/LB Round 2	7:45	10:45	13:15	15:45	16:45	17:45
	LB Round 3	8:30	11:30	14:00	16:30	17:30	18:30
Day #2 16.10.22	UB Final/LB QF	6:00	9:00	11:30	14:00	15:00	16:00
	LB Semifinal	6:45	9:45	12:15	14:45	15:45	16:45
	LB Final	7:30	10:30	13:00	15:30	16:30	17:30
	Grand Final	8:15	11:15	13:45	16:15	17:15	18:15

2.3.1. Seeding

Seeding phase is done to validate the event registration and qualify the players to the bracket stage.

- The Seeding will be done in Time Attack mode

- The Seeding will be played in all 5 maps.

- The final result of qualifiers are determined by the players' total times in all the maps.

- Positions 1-16 will advance to the Upper Bracket, and positions 17-64 will advance to the Lower Bracket.

The seeding placements can be seen on the [format spreadsheet](#).

Detailed match settings can be seen under Appendix B.

2.3.2. Bracket

Players that have qualified will advance to the Playoffs. The Playoffs will be played in Cup mode using a double-elimination bracket.

The final result of qualifiers will be used as a seed for the bracket placements. Seeds 1 to 16 will be placed in the Upper Bracket, while seeds 17 to 64 will be placed in the Lower Bracket.

Each match will consist of 4 players in a 1v1v1v1 format (except for Lower Bracket Round 1, which will follow a 1v1v1v...v1 format with up to 12 players).

Refer to the [format spreadsheet](#) for the detailed bracket format.

Detailed match settings can be seen under Appendix B.

3. Participant Rights & Responsibilities

3.1. Code of Conduct

Any behavior that is deemed harmful to (other) participants, event staff or the event itself will lead to disciplinary measures, which may include disqualification from the event. Examples of such harmful behavior are listed below:

- Refusal to play the assigned match without any valid reason provided;

- Playing under a different username that was not registered (fakenicking);

- Playing under a different flag that player is not representing (fakeflagging);

- Using any 3rd party tools to directly modify the game state and give oneself a disproportionate advantage over other participants (input-altering software such as DXTweak is not considered as modifying the game state and is therefore allowed);

- Deceiving or trying to deceive the participants, staff and/or other people, that are affiliated with the event;

- Match fixing, fake score reporting;

- Use of offensive skins or horns. (Usage of Soviet, Nazi, Terroristic imagery or sounds.);

- Insulting or in any other way harassing the participants, staff and/or other people that are affiliated with the event, in-game or on other platforms (Discord/Twitch/Youtube/Facebook).

3.2. Participant Rights

3.2.1. Disconnections and other player technical problems

In case of a player disconnection or any other technical problem that prevents a player from playing the match in time, the round when the event happened is still counted towards the final result of the match. Afterwards the match is paused and the players are not allowed to drive until one of the following conditions apply:

a) the technical problem has been resolved (player reconnected, switched out their input device, etc.);

b) 10 minutes have passed since the occurrence of the technical problem.

No player pauses are consumed in case of a technical problem.

3.2.2. Server crashes and other events outside player influence

In case of a server crash or any other force majeure type of event that prevents the match from continuing, one of the following recovery procedures may be executed:

a) if the event happened when 0 map points are given, the map will be restarted, else the match will be continued

b) otherwise, the match is restarted with player scores of the affected match retained.

The event staff reserves the right to alter the recovery procedures and their execution conditions to streamline the recovery.

4. Streaming

The official broadcast will be provided in the following channels:

- Main broadcast - https://www.twitch.tv/TrackmaniaEsports

- Indonesian cast - resir014 - https://www.twitch.tv/resir014

- French cast - TMGGeek - https://www.twitch.tv/TMGGeek

Any other Stream that is related to the event are allowed and are highly encouraged to be posted on the #streams Channel in Trackmania Seasonal Series Discord and #aotc-streams channel on the Trackmania Asia/OCE Discord:

- 3rd Party Casts - Team/Player Casts.

- POV (Point of View) Streams.

- Match/Event Predictions.

- Match/Event Discussions.

Restreaming of the event can be done, but only with the permission from the events staff.

5. Final remarks

- All competitors that register to participate in the event agree to the rules listed above.

- The event staff reserves the right to modify the rules, change the event structure, how it is held and/or the prize pool.

- If there are any questions, you can ask them in the Trackmania Asia/OCE Discord, or contact any other person with the "Volunteers" role on the Trackmania Asia/OCE Discord.

- We are trying to make a new, fresh, highly competitive Trackmania environment and push the boundaries of Trackmania Esports, so it's recommended to take the tournament in full competitive formality to respect the event, the game and organizers.

Appendix A. Allowed countries

The following countries are allowed to participate in the event:

- **Afghanistan**
- **Armenia**
- **Australia**
- **Azerbaijan**
- **Bahrain**
- **Bangladesh**
- **Bhutan**
- **Brunei Darussalam**
- **Cambodia**
- **China**
- **Cyprus**
- **Egypt**
- **Fiji Islands**
- **Georgia**
- **Hong Kong**
- **India**
- **Indonesia**
- **Iraq**
- **Israel**
- **Japan**
- **Jordan**
- **Kazakhstan**
- **Kuwait**
- **Kyrgyzstan**
- **Laos**
- **Lebanon**
- **Macau**
- **Malaysia**
- **Maldives**
- **Micronesia**
- **Mongolia**
- **Myanmar**
- **Nauru**
- **Nepal**
- **New Zealand**
- **Oman**
- **Pakistan**
- **Palau**
- **Papua New Guinea**
- **Philippines**
- **Qatar**
- **Samoa**
- **Saudi Arabia**
- **Singapore**
- **Solomon Islands**
- **South Korea**
- **Sri Lanka**
- **State of Palestine**
- **Taiwan**
- **Tajikistan**
- **Thailand**
- **Timor Leste**
- **Tonga**
- **Turkey**
- **Turkmenistan**
- **Tuvalu**
- **United Arab Emirates**
- **Uzbekistan**
- **Vanuatu**
- **Vietnam**
- **Yemen**

Appendix B. Match settings

Seeding

- **Mode:** Time Attack
- **Map order:** Random
- **Time limit:** 600 seconds
- **Number of maps:** 5
- **Warmup time:** 10 seconds

Playoffs

- **Mode:** Cup
- **Map Order:** Random
- **Rounds per map:** 4
- **Points Limit:** 100
- **Winners:** 2
- **Warmup time:** 60 seconds
- **Finish Timeout:** 20 seconds
- **Point Distribution:** 10,7,5,3,2,1
- **Respawn:** Allowed

Playoffs (Grand Final)

- **Mode:** Cup
- **Map Order:** Random
- **Rounds per map:** 4
- **Points Limit:** 120
- **Winners:** 3
- **Warmup time:** 60 seconds
- **Finish Timeout:** 20 seconds
- **Point Distribution:** 10,7,5,3,2,1
- **Respawn:** Allowed