

**Dear managers, welcome.**

We are pleased to announce that the second edition of the IGP Manager World Cup 'iGP World Cup' will take place this year across a period of approximately one month from **May 13th 2022** and until June 19th, 2022.

Here is a short introduction to prepare you for defending the colors of your country during this international competition, bringing together the best players in the world.

### **1. Who can participate?**

This competition, like the first edition, is open to all players with an account **level 16 and above** (16, 17, 18, 19 or 20), of any nationality and of any age. To participate, you must use your personal account for all bar a maximum of one race (e.g if caught out by 24h rule), for which you may loan an account.

Registration will be run via a forms link, available from Saturday **April 9th** at **12PM** GMT, and will close on Sunday **May 8th** at **12PM** GMT just under a month later.

### **2. How will the teams be formed?**

First of all, during this event, **you will represent your country**. For this, you will be in a team format with the aim of beating the other country or countries that will face you.

Unlike last year, when the nations were made up of 10 players, this year they will be limited to **6 players and 4 substitutes per team** in order to include new nations and to avoid country mergers. This is also to ensure that this event remains both a high level competitive event, friendly and a rare moment of shared desires. It may be thought that since it allows the inclusion of smaller nations, it penalizes the “big nations” which cannot make a difference with their greater depth of quality players. Thus, with the aim of keeping this event competitive and open to as many as possible, **a nation may enter 2 teams**, for a total of 12 players and 8 substitutes.

### **3. How will the tournament unfold?**

Last year, a qualification phase was run to determine the 10 players who would represent the nation, followed by a final phase with 16 teams.

This year, the tournament will be revamped and a group stage will be added:

1st week: **Qualification phase** in countries with more than 6 players across at least 3 races.

2nd & 3rd weeks: **Group stage** (number of groups, number of matches per group and number of qualified teams per group are to be determined according to the number of

registered players). These group stages will be carried out (as far as possible) by time zone to best suit all players and that everyone can benefit from them. At least 3 races are to be contested during this phase of the tournament.

4th & 5th weeks: **Final phase** (the number of matches per round and number of teams per round are to be determined according to the number of nations). Unlike last year, it will not be face-to-face between two nations but matches between 3 or even 4 nations for races with 18 or 24 drivers.

#### 4. How are points counted in the race?

Regarding the allocation of points, we are keeping the principle of the first edition, adjusted to the number of drivers per race.

Race with 18 drivers (3 nations):

1	2	3	4	5	6	7	8	9	10	11	12
35	29	25	21	18	15	12	9	6	4	2	1

Race with 24 drivers (4 nations):

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
35	30	27	24	21	18	16	14	12	10	8	6	4	2	1

Race with 30 drivers (5 nations):

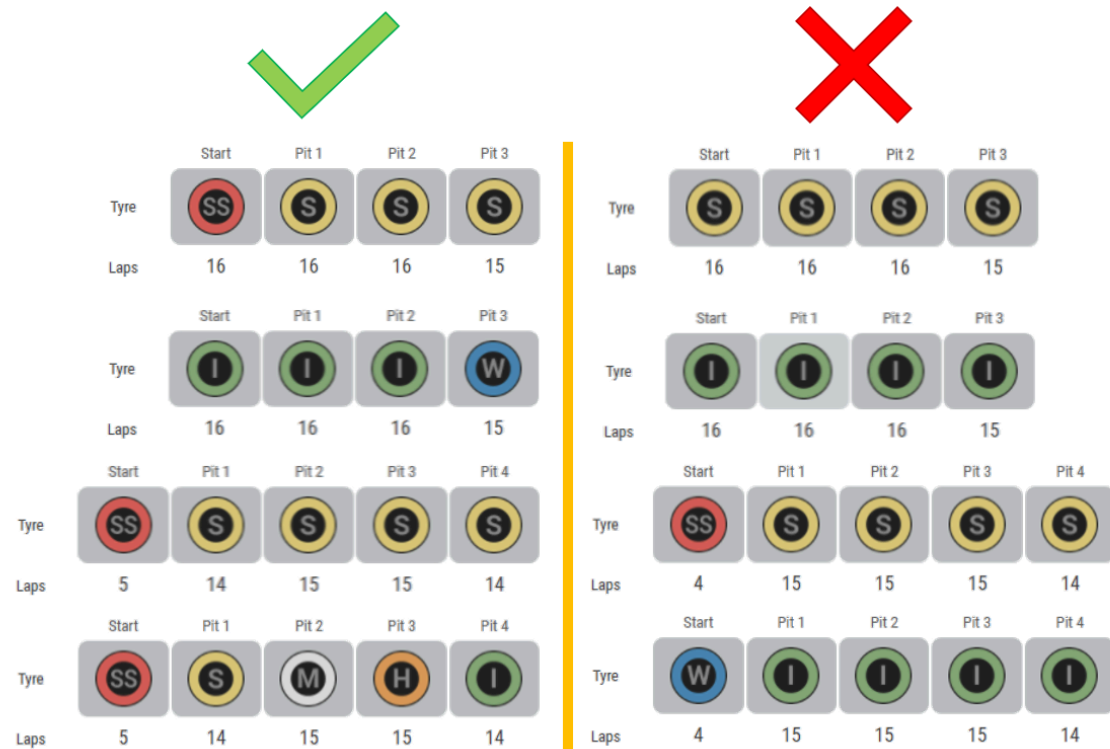
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
35	31	28	25	22	19	17	15	13	11	9	7	6	5	4	3	2	1

Like last year, points will be awarded for pole position and for the fastest lap in the race. **5 points** if you finish in the **top 5**, **3 points** if you finish in the **top 10** and finally **1 point** if you are outside the top 10.

## 5. Are there any special rules for the races?

The answer is yes, in order to see which nation is the strongest in all circumstances, rules will be put in place:

- The obligation to run a minimum of **two tyre compounds per race**, for a minimum of 5 laps each:



- For the final stages, we will also have a tyre allocation system for qualifying. Thus each nation will have 6 SS tyres, 6 S tyres and 6 M tyres to be used in qualifying (3 rounds, 6 cars per nation = 18 tyres). A single car cannot use the same starting tyre on all three occasions.

Example of authorized qualifications:

	Race 1	Race 2	Race 3
Player 1	SS	M	M
Player 2	S	SS	M
Player 3	S	S	M
Player 4	SS	M	S
Player 5	S	SS	M
Player 6	SS	S	SS
	SS	S	M
Total	6	6	6

- Example of unauthorized qualifications:

	Race 1	Race 2	Race 3
Player 1	SS	M	M
Player 2	S	SS	M
Player 3	S	S	M
Player 4	SS	M	S
Player 5	S	SS	M
Player 6	SS	SS	SS
3 SS = ✗			
	SS	S	M
Total	7	5	6
7 SS = ✗			

- If the league rules update is introduced before the start of the world cup, there will also be one race out of the 3 in each round of the final phase that will be without refueling.

## 6. How can I follow the World Cup?

To not miss anything of the competition (announcements, matches, results, live races...), two options are available to you:

- Join us on the **Discord** (contact Leo or Pierre to join)
- Or find us on the **IGP Manager forum**

Regarding the live races, you can find them on the following **YouTube channel** :  
<https://www.youtube.com/channel/UCiuZTPKalsCFpdVylOVBdoQ>