

Trackmania Seasonal Country Championship: Summer 2025

Rulebook

Introduction

The *Trackmania Seasonal Country Championship (TSCC)* is a team based competition organised by Tournament organiser FastPoint. The event is played on the current custom seasonal track pool with teams made up between 3 and 5 players. This edition will be fully held in an online environment in the game Trackmania (2020).

Schedule

- Teams can register until the 22nd August 2025 at 1200UTC
- Seeding lock-in: 22nd August 2025 at 2100UTC
- Swiss: 23rd & 24th August 2025, starting at 1100UTC
- Double Elimination Bracket: 30th & 31st August 2025 starting at 1100 UTC

1. Participation

1.1. Eligibility

A player is considered eligible to participate if and only if the player's account has Trackmania game access based on Club Edition although if you still have some leftover Standard access you will be able to play.

All platforms are available to take part.

Players with questionable country representation can be contacted for a background check to help ensure competitive integrity.

Players are considered a country's representative:

- If they have lived in that country for at least 2 years with a proof of residency.
- Have the nationality of that country in the passport or ID card or are a citizen of the represented country or have been born in that country.

- Abroad or Overseas Citizenship Documents are valid for participation or representation of that specific country.

1.2. Registration

The registration is handled on trackmania.events and a player list will be maintained on Discord. It is up to players to communicate with staff if there are any issues with the lineups seen on discord (which there will be).

Registration for the event will be closed on 22nd August 2025 at 1200 UTC Automatically.

Only registered players will be allowed to participate and only results of registered teams will be taken into consideration.

Sign up rules:

- Each player can only represent one team.
- Team line-ups can have 3 to 5 players.
- Manager of the team (*optional - register by messaging Idoleless on discord*)
- Up to 1 Import player is allowed (*following the import rules*)
- One member of each lineup can be changed after the end of the Swiss round before the start of the Knockout rounds. The new player cannot be an import and must not have played with a different team in TSCC Summer 2025. Any such changes must be communicated to admins at least 24 hours before the Knockout rounds start.

Merging of 2 or more neighbouring countries may be considered if separate teams cannot be created otherwise. Each case will be manually reviewed by the staff.

Multiple teams from one country will be allowed to register.

1.2.1. Import Rule

The Import Rule allows for a player from one country to represent a different country.

The import rule is to allow country teams with smaller player bases to form teams, to take part in the tournament.

Countries that will **not be** allowed to use the Import Rule are those that have finished in the top 25% in any of the last 4 TSCCs [TSCC Results](#) :

- Denmark
- England

- France
- Germany
- Hungary
- Netherlands
- Norway
- Poland

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. In case of a dispute, the staff retains the right to make the final call.

The official event communication channels are located at:

- Discord: <https://discord.gg/7dKfq7YFh9>
- Registration:
<https://trackmania.events/player/events/P0cuFUpNRBihwelvQoSdYw/teams>
- Twitter: <https://twitter.com/FastPointGG>
- Youtube: https://www.youtube.com/channel/UC43pUI9fVku-16MJfct7_AA

2. Format

2.1. Tracks

The mappack consists of the Summer 2025 Official Campaign Tracks from 06-24 excluding track 15.

If there are sudden changes in physics or any other alterations to the tracks making the tracks deemed uncompetitive by the staff, it will be removed from the trackpool..

2.2. Seeding

Countries will be seeded based on their campaign times. The best 3 World Ranks from players in the team per track will be taken and averaged out. The standings will be available on <https://trackmania.events/>

2.3. General Match Rules

All matches are played in a 3v3 up to 5 points per track.

Teams are only allowed to swap players in between tracks, once a player has started playing a track they cannot be subbed out until the result on that track is decided.

If a player is running late the match will not be delayed for more than 10 minutes. At 10 minutes past the designated start time the match will either be played without the missing player (2v3 if required, points format would remain the same as for 3v3) or the match will be forfeit.

Pick/Bans will be held on a specially prepared Spreadsheet, details to follow on the discord server. Once you have finished your Pick/Ban phase please paste a quick message into your match channel so the Admins know there has not been any problems.

Teams are required to provide the match result in the notified discord channel.

2.4. Swiss Stage

In a change to previous seasons, the full Swiss Stage will be run on Toornament. This will mean that **all teams will play all matches**. The number of matches will depend on the number of registered teams, with 6 matches being played.

All Swiss Matches will be Best of 5 Tracks.

The Pairing Method will be set to Score Groups + Balanced. Matchups & tiebreakers will be determined by Median Buchholz calculated by Toornament.

After all rounds have been fully played out the teams will be placed into Divisional Double Elimination Brackets. The exact divisional breaks will be determined once tournament entries have closed, but before the swiss stage is started.

2.5. Double Elimination Bracket

Match format is used the same as the Swiss Stage, but it's played out in the Double Elimination bracket.

Multiple matches are played at the same time, from winners and losers brackets.

The Grand Final in All Divisions will be played as a Best of 7.

2.6. Picks and Bans

Every team will have to do a pick and ban at the start of the match.

The Pick and Ban will be done on a specially built spreadsheet. Instructions will follow in the discord server.

A - Lower Seed

B - Upper Seed

Pick and ban order is as follows:

Best of 5

- A - Ban
- B - Ban
- B - Ban
- A - Ban
- A - Pick
- B - Pick
- B - Ban
- A - Ban
- A - Ban
- B - Ban
- 3x Random Maps

The pick and ban seeding will be based on the seeds of the bracket, except the Grand Final, where the team that comes from the upper bracket final will receive an automatic upper seed.

Best of 7 (Grand Final Only)

- A - Ban
- B - Ban
- B - Ban
- A - Ban
- A - Pick
- B - Pick
- B - Ban
- A - Ban
- A - Ban
- B - Ban
- B - Ban
- B - Pick
- A - Pick

- 3x Random Maps

3. Rights & Responsibilities

3.1. Code of Conduct

Any behaviour 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 behaviour 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;
- 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, such as Soviet, Nazi, terroristic etc. 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. Disconnects and other technical issues

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 finish the round until one of the following conditions apply:

- a) the technical problem has been resolved (player reconnected, switched out his input device, etc.);
- b) 10 minutes have passed since the occurrence of the 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.

3.3. Streaming

The main stream of the event will be done in English on:

- Twitch: TrackmaniaEsports
- Youtube: FastPoint (*Restreams*)

Any other streams that are related to the event are allowed and are highly encouraged to be posted on the main events Discord #streams channel:

- 3rd party casts
- POV (*Point of View*) streams
- Match/event predictions
- Match/event discussions

Players who do the POV streams, 3rd party streams, need to provide the stream statistics after the event to SRK.

That is done so it is possible to know the total viewership and engagement stats, for potential sponsors in the future.

4. 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 and change the event structure as deemed necessary at any time. We will endeavour to communicate any changes and reasons for them on the Discord server.
- If there are any questions, you can ask them in the main event discord or contact a person with the “Staff” role on the main event discord.

