BALTIC TRACKMANIA CUP RULE BOOK

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1. **What is it:** Baltic Trackmania Cup (BTC) is a Solo Trackmania Competition hosted for players from Baltic countries - Latvia, Estonia, Lithuania.

2. **When and where will it be held:** Competition will be held from - 28.03-05.04.2020.
    - 28.03.2020 - Seeding Day for GroupStage
    - 29.03.2020 - Group Stage Matches
    - 04.04.2020 - PlayOff Day 1: Round 1 Matches, 1st Losers Bracket Match
    - 05.04.2020 - PlayOff Day 2: Winners Bracket Final, Losers Bracket Final and Grand Final

It will be hosted in the game Trackmania 2 Stadium and all of the phases will be played online.

3. **What will be the format:** Format will contain a Seeding, Group Stage (If more than 8 players) and PlayOffs.
    - The Seeding phase will be played in rounds mode. Detailed explenation on the point about seeding.
    - Main matches will be a 1v1v1v1 Solo competition played in Cup Mode with 2 winners per match
    - Matches will be played on mixed style maps.
    - Respawning allowed
    - Cuts are **NOT** allowed
    - Finish time out 25 seconds on all phases
    - All matches will have 4 rounds per map and a Warm up with 1:30 duration.
    - If all maps are played and if there are no 2 winners, maps rotation will be reset and until there are 2 winners

4. **What kind of maps will be played:** All maps will be Mixed Style,that is every map will contain a Tech, Dirt, FS, RPG

sections and maybe something extra as well. Length of the maps 50-90s and they will be Sprint maps (From point A to B).

There will be 2 Map packs. 1st Map pack will be for Seeding and Group Stage (if necessary) and 2nd will be for Playoffs. Each Map pack will contain 4 maps.

5. **How will the seeding work:** Seeding will be set on 1 server where are players will play all maps from 1st Map pack in rounds mode.

   Its HIGHLY reccomended for all players to join the server 10 befere start.

   There will be 5 rounds played per map with 1 warm up per map.

   Points Reperation for seeding will be:

   n = player amount playing

   n+4, n+2, n , n-2, n-4, n-5,...,1,1,1,1.

   After The seeding the players with most points will receive Seed#1. 2nd Seed#2, 3rd Seed#3 etc.

If there will be players who will have the same points, the player with faster sum of locals, will get a higher position.

Players Who do not play the seeding will not be allowed to play Group Stage.

- **Seeding Outcome Scenarios**

  - ***Scenario 1.*** For 8 or less players The seeding will be directed to a play off bracket players with seeding Where #1 vs #8, #2 vs #7, etc. *Image 1*

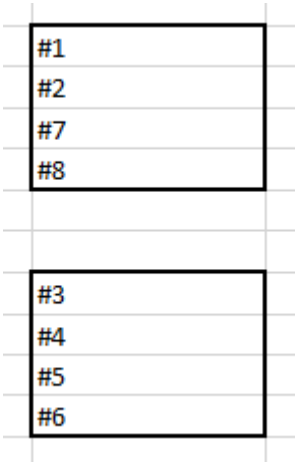


Image 1.

- ***Scenario 2.*** For 9-11 players. After the Seeding phase the top 6 automatically get into playoffs with the same seeding structure as Scenario 1. But the Seeding places 7-11 play a Playoff Qualification Match with the same rules as Group Stage and PlayOffs. The top 2 of the PQM get the spots for Playoffs with The #1 and #2 Seed players. See *Image 2*

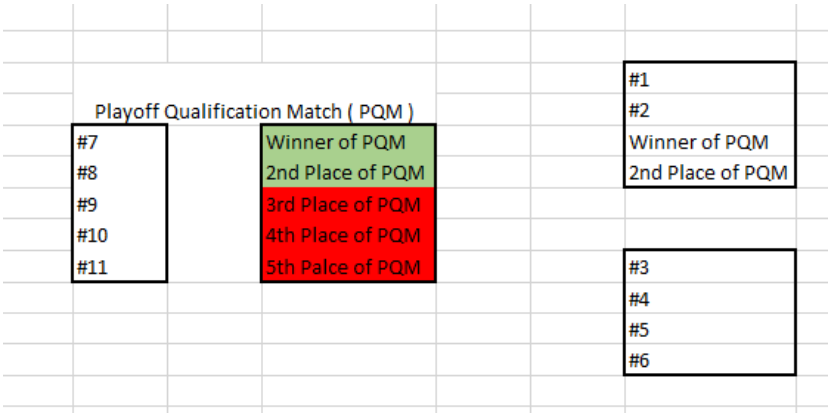


Image 2

6. ***Group Stage - Scenario 3.*** For 12+ players the players from seeding will be divided in groups thus having a Group Stage phase.
    - Each of the groups will play a match on the 1st Map pack on the rules as listed on *Rule no3*.
    - In Group Stage The point limit will be 101.
    - Points Reparation for PlayOffs: 10,7,4,2

Top 2 of each group will get to the PlayOffs and then the bracket will be created like in the *Image 3.*

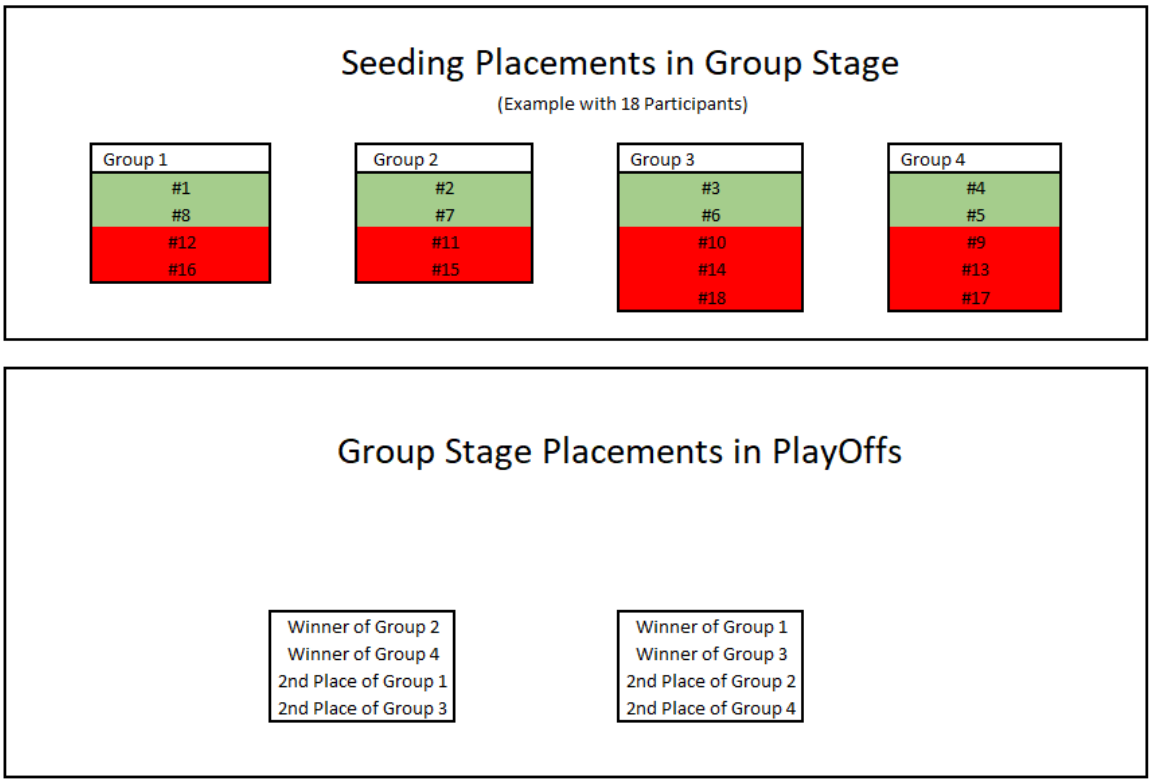


Image 3

7. **How will the PlayOffs work ?** The Playoffs will consists of the a double elimination bracket played in 1v1v1v1.
    - Matches will be played with rules as mentioned on the *Rule #3*.
    - If you make in Top 2 in your match you advance in the bracket, but if don't for the first time you fall back to Losers Bracket. If you don't get top 2 in the Losers Bracket, the player is out of the competition.
    - Players on Day 1 Will play **till 111** points and On Day 2 - **Till 121** for Losers and Winners Bracket Finals. **Till 141** on Grand Final.
    - **Points Reparation** for PlayOffs: 10,7,4,2,1

8. ***Special Situations:***
    - If a Player Disconnects During the seeding, Group Stage or PlayOffs match won't be stopped, unless it happens on the very first 5 seconds of the map on the first round after the Warm Up.
    - In PlayOffs. If a Player is Late for his Match or can't connect to the server for 15 min, his spot for that match **will be assigned for the player that finished below him on the Group Stage Match**