

Swedish Trackmania Championship

RULEBOOK

Version 1.0

Introduction

The *Swedish Trackmania Championship (STC)* is a solo event for all swedish players. The event is played on 5 mixed maps.

Schedule

- Players can register until Friday 30th August 18:00 CEST
- Tournament: 31st August-1st September 2024 starting at 12:00 CEST on both days

1. Participation

1.1. Eligibility

A player is considered eligible to participate if and only if the players account has Trackmania game access based on either of the following editions:

- Trackmania (2020) Club edition.

Players are considered swedish:

- If they are currently living in Sweden
- Have citizenship in Sweden

1.2. Registration

Registration will take place through trackmania..events

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

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/dZdxubNKEZ>
- Registration: <https://trackmania.events/player/events/oLA-5zAzQ2Wl5rAgal-i7A/players>

2. Format

2.1. Maps

5 Maps to be decided via map request

<https://trackmania.exchange/mappack/view/4690>

2.2. Stages

2.3. Open qualifier

The first stage of the tournament is an open qualifier where all registered players will play for a spot in the bracket stage.

There are 2 formats depending on the amount of registered players.

- Less than 24 players registered
 - All players will play on one server, and top 16 will qualify for the double elimination bracket
- More than 24 players registered
 - Players will be split between 2 based on seeding.

Both formats will be played using. 4 rounds on all 5 maps.

2.4. Double elimination Bracket

In the double elimination players will be seeded based on results in the open qualifier.

From this starting point a double elimination reverse cup mode 1v1v1v1 will be played until a winner is found.

3. 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 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, 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.

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, change the event structure, how it is held and/or the prize pool at any time.
- If there are any questions, you can ask them in the main event discord or contact a person with the “Admin” role on the main event discord.

Appendix A. Mode description

Reverse Cup

As the name implies, this mode is the reverse variation of Cup mode.

Each player starts the match with a predetermined amount of points. Players start each round simultaneously and race against each other for a number of rounds (possibly split into multiple tracks). After the first player reaches the finish line, a countdown timer is started to allow other players to finish. Once the timer expires, the round is stopped and points are awarded (the higher the place, the fewer the points). Those round points are then subtracted from the player score and the players are ranked based on it.

Last Chance mode

Once a player reaches 0 points, they enter Last Chance mode. If a Last Chance player finishes in last place (or does not reach the finish line at all), they are eliminated from the match and receive their final match position. The match will continue until the remaining non-eliminated player count reaches the specified number of Winners. A short time attack warm-up per track may be added.

Rounds

Each player starts the match with 0 points. Players start each round simultaneously and race against each other for a predetermined amount of rounds (possibly split into multiple tracks). After the first player reaches the finish line, a countdown timer is started to allow other players to finish. Once the timer expires, the round is stopped and points are awarded (players who were not able to reach the finish line in time receive 0). Those round points are then added to the overall player scores and the players are ranked based on it. After all rounds are played, the match is finished. The player with the most collected points wins the match. A short time attack warm-up per track may be added.

