

Indonesia Trackmania Cup (ITC)

RULEBOOK
(English)

Version 1.1

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Changelog

23 March 2023

- **Section 2.1:** Updated prize pool.

14 January 2023

- **Section 2.3:** changed the format of the tournament from a double bracket format (Pro + Pro-Am) to a single elimination bracket.
- **Section 2.1:** changed the prizepool to reflect the new format
- **Appendix A:** changed the match settings to reflect the new format

Overview

Indonesia Trackmania Cup (ITC) is a monthly competition for Trackmania players from Indonesia. ITC is a competitive-oriented event open to players from all skill levels.

ITC is a solo Trackmania tournament open to all players from the Republic of Indonesia. It is held entirely online using the latest version of the game Trackmania (2020).

The event is played out in two phases:

- Qualification (Kualifikasi); and
- Playoffs

Schedule

- Players can register until 5 minutes before the event starts.
- The main event will be held every last Friday of the month, starting with the Qualifiers, at 20:00 WIB.
- Details on scheduling will be announced on the relevant communication channels as outlined in Section 1.3.

Staff

The event is organized by the following staff members:

- Resi 'resir014' Respati - Staff - resir014#4168 on Discord;
- Adli 'Lvyathan' Hussain - Staff - Lvyathan#6114 on Discord

1. Participation

1.1. Eligibility

To participate in the event, a player must have 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 registering for the event must meet the following nationality criteria:

- A citizen of the Republic of Indonesia (WNI);
- A foreign national (WNA) that holds a limited stay permit card (KITAS).

1.2. Registration

The registration process is done in-game, in the Events menu on the Live tab. By registering, players agree to follow the rules as outlined in this rulebook.

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 Indonesia Discord: <https://discord.gg/dqJXpK7Ueg>
- Twitter: <https://twitter.com/TrackmaniaIndo>

2. Event Format

2.1. Prize Pool

The Event provides a IDR 500,000 prize pool. The prize pool will be distributed as follows:

- 1st place - IDR 250,000
- 2nd place - IDR 150,000
- 3rd place - IDR 75,000
- 4th place - IDR 50,000

The prize money will be given through one of the following payment methods (pick one):

- Bank transfer
- Go-Pay
- OVO
- DANA

2.2. Maps

The event will be played in a pool of 3 mixed-style maps. The map pack will be made available on the Trackmania Indonesia club in-game, and on Trackmania Exchange.

Maps will be released 2 weeks before each event.

2.3. Event Stages

The event is held in two stages:

- Qualifiers (Kualifikasi)
- Playoff

Refer to Table 1 for the complete event schedule.

Table 1. Event schedule. (Subject to change)

ROUND	TIME			
	UTC	WIB	WITA	WIT
<i>Qualifications (Kualifikasi)</i>	13:00	20:00	21:00	22:00
<i>Quarterfinals (Perempat Final)</i>	13:35	20:35	21:35	22:35
<i>Semifinals</i>	14:10	21:10	22:10	23:10
<i>Final</i>	14:45	21:45	22:45	23:45

2.3.1. Qualifiers

The Qualifiers are done to validate the event registration and determine players that qualify to the Playoffs.

- The Qualifiers will be done in Time Attack mode
- The Qualifiers will be played in all 3 maps.
- The final result of qualifiers are determined by the players' total times in all the maps.
- The top 16 players will advance to the Playoffs.
- The qualifying positions for each player will determine the seed for the Playoffs.

Detailed match settings can be seen under Appendix A.

2.3.2. Playoffs

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

The final result of qualifiers will be used as a seed for the bracket placements. Each match in a round will be done simultaneously in a 1v1v1v1 format.

The first round, the Quarterfinals, will be played in 4 matches of 4 players. Top 2 from each match will proceed to the next round. Players will need to collect 70 points to reach the Finalist mode, and the match will be played until 2 winners.

The second round, Semifinals, will be played in 2 matches of 4 players. Top 2 from each match will proceed to the finals. Just like the Quarterfinals, players will need to collect 70 points to reach the Finalist mode, and the match will be played until 2 winners.

The finals will be played by the top 2 players from each Semifinals match. Unlike the previous match, players need to collect 100 points to reach the Finalist mode, and the match will be played until 3 winners.

Refer to Figure 2 for the detailed bracket format.

Figure 2. Bracket format.

QUARTERFINALS

20:35 WIB

QF1

Seed #1

Seed #8

Seed #9

Seed #16

QF2

Seed #2

Seed #7

Seed #10

Seed #15

QF3

Seed #3

Seed #6

Seed #11

Seed #14

QF4

Seed #4

Seed #5

Seed #12

Seed #13

SEMIFINALS

21:10 WIB

SF1

QF1 - 1st

QF2 - 2nd

QF3 - 2nd

QF4 - 1st

SF2

QF1 - 2nd

QF2 - 1st

QF3 - 1st

QF4 - 2nd

FINAL

21:45 WIB

GF

SF1 - 1st

SF1 - 2nd

SF2 - 1st

SF2 - 2nd

Detailed match settings can be seen under Appendix A.

3. Participant 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, whether it be by refusing to connect to the match or refusing to drive in rounds (AFK);
- Attempting to cut/circumvent sections of the track during any match. This includes shortcuts, alternate routes and reroutes. Each map has an intended route and should be driven as such without attempting to bypass any obstacles.
- 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 (Bahasa Indonesia) - [TwitchIndonesia](#)

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 Indonesia Discord server, or contact any other person with the “Volunteers” role on the Trackmania Indonesia 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 organisers.

Appendix A. Match settings

Qualification

Mode	Map order	Number of maps
Time Attack	Random	3

Name	Key	Value
Time limit (s)	S_TimeLimit	600
Warmup time	S_WarmUpDuration	10
No. of warmups	S_WarmUpNb	1

Playoffs

Mode	Map order	No. of maps	Respawn
Cup	Random	3	Allowed

Name	Key	Value
Finish timeout (s)	S_FinishTimeout	20
Number of winners	S_NbOfWinners	2
Points limit	S_PointsLimit	70
Points repartition	S_PointsRepartition	10,7,5,3,2,1
Rounds per map	S_RoundsPerMap	4
Warmup time (s)	S_WarmUpDuration	60
No. of warmups	S_WarmUpNb	1

Final

Mode	Map order	No. of maps	Respawn
Cup	Random	3	Allowed

Name	Key	Value
Finish timeout	S_FinishTimeout	20
Number of winners	S_NbOfWinners	3
Points limit	S_PointsLimit	100
Points repartition	S_PointsRepartition	10,7,5,3,2,1
Rounds per map	S_RoundsPerMap	4
Warmup time (s)	S_WarmUpDuration	60
No. of warmups	S_WarmUpNb	1