



Baltic Trackmania Championship

2023-24

Rulebook

Version 1.0

1. Event Overview.

The Baltic Trackmania Championship (BTC) is a Trackmania tournament to decide the best player, team, and country for the Baltic region (*Latvia, Lithuania, Estonia*).

The Baltic Trackmania Championship 2023-24 will consist of 3 events:

- **Solo**
 - Individual Tournament, using the competitive game modes, that were present in the BTL 2023 events.
- **Team**
 - Team-based 2v2 tournament using the TMWT Teams mode.
- **Country**
 - Team-based 3v3 country tournament using the TSCC team structure.

2. Participation:

To participate in the BTC, a player must be from the Baltic States (*Latvia, Lithuania, Estonia*) and needs to have *Trackmania (2020)* Standard or Club Versions on PC, Console, or Cloud version of the game.

Players are obligated to play with the country flag they are representing otherwise, players will be disqualified from the event.

Staff and mappers are allowed to participate in the event.

Players can be asked for documents verifying their residency or belonging to these nations.

Players with an active suspension from Baltic and/or FastPoint events are not allowed to take part.

The following factors make participants eligible to participate:

- The player has a passport to these countries.
- The player has a residency in these countries.

Disqualification:

- *If there will be suspicious registration from players from different locations, players will be banned for 3 years.*
- *Flag misuse can result in a half-year ban.*
- *Players using 3rd party software that changes the game's physics during the event will be perma-ban from all Baltic events.*
- *Playing under different users' profiles will be a permanent ban from future Baltic Events.*
- *Rude behavior toward staff or other participants can result in a suspension of one season, including other Baltic Trackmania-related events*

3. Registration

The in-game system handles the registration procedure through the events tab or **Baltic Trackmania** club in-game for the Solo event and the Toornament.com website for the team events.

To sign up, players must also have Standard or Club Access and fit the participant criteria from Section **2. Participation**

Participants must be present on the [Baltic Trackmania discord](#), where the main communication regarding the event will be held.

Registration dates:

- Solo Open Qualifier: **7th January 12:59**
 - In-Game Registration
- Team Open Qualifier: **5th January 18:00**
 - Toornament Registration
- Country Line-Up Lock-in: **10th January 18:00**

Registration Links:

SOLO:

In-game: Play -> Live -> Events -> "BTC2023-24"->"Register"

Team:

<https://ej.uz/BTC202324TeamsRegistration>

Country:

https://play.toornament.com/en_US/tournaments/7272836987427864576/registration/

4. Rewards

The base prize pool for the event will be **500 EUR**.

Solo:

1. 200 EUR
2. 100 EUR
3. 50 EUR

Teams:

1. 100 EUR
2. 50 EUR

The prize pool can increase during the competition with prize pool contributions.

The base prize pool will be sent by a representative from “Baltic Vikings” with BANK TRANSFERS ONLY. *(Discord: marchielli)*

It's possible to contribute to the crowdfund poll: [Link](#) *(NS Paypal.me)*

If there are contributions done, they will be sent separately.

Sponsorship statement:

Baltic Vikings is a team united by a strong passion for Trackmania and a desire to support the growth of the Baltic region, as a unique and exceptional environment with lots of talents and a tightly knit community. Throughout the last few years, we have been supporters, fans, viewers, and participants of various Baltic-based tournaments. Today, we became a sponsor for the Baltic Trackmania Championship.

With this, we want to show our appreciation to all the viewers, players, organizers, and talents who share our passion, contribute in their own ways to the Baltic Trackmania community, and want it to become ever more competitive.

If you are looking to start your competitive journey in Baltic Trackmania – you are welcome to join Baltic Vikings today.

(Reach out to marchielli on Discord: marchielli)

5. Maps

The event will be played in a pool of 5 mixed-style maps.

5 Maps will be used in **ALL EVENTS of the Baltic Trackmania Championship**

- BTC ||| DOWNTempo
- BTC ||| AGARTHA
- BTC ||| KAGLARIO
- BTC ||| WAVELENGTH
- BTC ||| NONPAREIL

The map pack will be available on the Baltic Trackmania club in-game under the name **“BTC 2023-24”**

6. Format

6.1. SOLO

The solo tournament consists of 3 phases:

- Qualifier
- Group Stage
- Playoff

The Qualifier is the open stage, where everyone can play, which is used as a qualifier for the Group Stage with Invited players.

Invited players are selected based on their performance in 2023 events.

The best players from the Qualifying stage go to the Group Stage of the event.

The event will consist of a Time Attack Qualifier / Seeding event where either a maximum of 40 players will advance to the Rounds Stage.

In Rounds mode, there are 2 stages:

Round 1: Top 40 Players from Seeding Stage, will be placed in 2 groups, with 20 players each.

- 5 Maps, from BTC 2023-24 set.
- 5 Rounds a Map
- Top 5 from Each server qualifies for Qualifying Match
- Qualifying Match: 10 Players from Round 1 (Top 5, from each server)
 - 5 Maps
 - 5 Rounds a Map
 - Top players from the qualification match are Qualified for the Group Stage.

The Group Stage is the qualifying stage of the event to reach the Playoff, where the 8 best players will qualify for the **Playoff** stage

It is Played in 1v1v1v1 and 1v1v1v1v1v1 Fixed **Win/Loss Swiss System**.

Using the **Cup mode** Game mode.

Players who Secure the Top 2 (Top 3 in 1-2 2-1 and 2-2 Matches) receive a match win, and the rest get a loss.

Players With 3 Match wins Qualify to Playoff.

Players With 3 Match losses are Eliminated

For Tie breaker situations Hierarchy is as follows:

1. Match Wins
2. Place Count 1st > 2nd > 3rd > 4th > 5th > 6th (*Examples of seeding in Appendix 2*)
 - a. *Player Reaching Finalist Status is equalized to getting a 3rd place as a minimum in a match*
3. Matchup compartment (*How players did when they played against each other*)
4. Last Round Position in a decisive match.

Playoff games consist of the Top 8 players of the Group Stage

The playoffs use a Double Elimination bracket and the Cup mode - game mode, with 4 (1v1v1v1) players in each game.

Players are Seeded Like this:

- Semi-Final #1
 - 1st Group Stage
 - 4th Group Stage
 - 5th Group Stage
 - 8th Group Stage
- Semi-Final #2
 - 2nd Group Stage
 - 3rd Group Stage
 - 6th Group Stage
 - 7th Group Stage

*Detailed match settings are available in Appendix 1.
(unless players earn criteria, that deserved a direct invitation to elite,
during off event period)*

6.2. TEAM

The team tournament is the team / 2v2 event of the Baltic Trackmania Championship.

The tournament uses the TMWT 2v2 format. It uses the BTC2023-24 map pack.

A Team consists of 2 players. *Participants have to match the criteria of the Section 2. Participation*

The event consists of **2 stages**:

- **Open Qualifier**
- **Main Event**

OPEN QUALIFIER (OQ) is the Open phase of the event where any team can sign up and qualify for the main event.

OQ is played in a single elimination, where the winner of the OQ qualifies for the **Main Event**.

Each match is played in a Best-of-5.

Seeding is determined by the campaign score of each top player between the teams from BTC 2023-24 campaign placement. Seeding will be taken into consideration on **January 5th**.

MAIN EVENT (ME) is the phase consisting of 3 invited teams, based on their performance in 2023, and the 1 team from the Open Qualifier.

ME is played in a GSL Group, where the top 2 teams advance to the Grand Final.

Each match is played in a Best-of-5.

Seeding is determined by the campaign score of each top player between the teams from BTC 2023-24 campaign placement. Seeding will be taken into consideration on **January 12th**.

The winning team gets an invitation to the FastPoint League

6.3. COUNTRY

The Country tournament is the Country / 3v3 event of the Baltic Trackmania Championship.

The tournament uses the Team format. It uses the BTC2023-24 map pack.

Each country has one team, which consists of max 5 players, and matches are played in a 3v3.

*Participants have to match the criteria of the Section **2**.*

Participation

Team composition the TSCC ruleset is applied.

The event consists of **2 stages**:

- **Group Stage**
- **Grand Final**

Group Stage is played in a round-robin, where the top 2 teams, move on to the Grand Final. Each match is played in a Best-of-5.

Tiebreakers:

- Match Win/Loss Ratio
- Map Win/Loss Ratio
- Match-Up Score and Result

7. Event Schedule

- **5th January 18:00 - Team Registration DEADLINE**
- **6th January 14:00 - Team OPEN QUALIFIER**
- **7th January 12:59 - Solo Registration DEADLINE**
- **7th January 13:00 - Solo OPEN QUALIFIER**
- **10th January 18:00 - Country ROSTER LOCK-IN**
- **12th January 18:00 - Team Seeding DEADLINE**
- **13th January 14:00 - Team MAIN EVENT**
- **14th January 14:00 - Country MAIN EVENT**
- **20th January 14:00 - Solo MAIN EVENT - GROUP STAGE**
- **21st January 14:00 - Solo MAIN EVENT - FINALS**

8. Streaming

The mainstream of the event will be done on the SRK channel.

Any other Stream that is related to the event is allowed and is highly encouraged to be posted on the #streams Channel in FastPoint Discord and #streams channel on the Baltic Trackmania Discord:

- 3rd Party Casts - Team/Player Casts.
- POV (Point of View) Streams
- Match/Event Predictions
- Match/Event Discussions
- Restreaming of the event can be done, but only with permission from the events staff.

Appendix 1. Game settings.

Solo - Qualification - Round 1

Mode: Rounds

Map Order: Random

Rounds per map: 5

Number of maps: 5

Warmup time: 60

Finish Timeout: 25

PointDistribution: *Will be adapted based on the number of players registered*

Respawn: Allowed

Solo - Qualification event - Round 2

Mode: Rounds

Map Order: Random

Rounds per map: 5

Number of maps: 5

Warmup time: 60

Finish Timeout: 25

PointDistribution: 15,12,10,8,6,5,4,3,2,1

Respawn: Allowed

Solo - Group Stage

Game mode: *Cup*

Map order: *Random*

Rounds per map: *4*

Maps played: *5*

Points Limit: *100*

Winners: *2 (3 in 2-1 1-2 2-2 Matches)*

Warm-up: *20 seconds*

Finish time out: *15 seconds*

Points repartition: *10,7,5,3 (10,7,5,3,2,1 in 2-1 1-2 2-2 Matches)*

Solo - Playoffs.

Game mode: *Cup Classic*

Map order: *Pick*

Rounds per map: *4*

Maps played: *5*

Points Limit: *110 (Grand Final - 120)*

Winners: *2 (Grand Final - 3)*

Warm-up: *20 seconds*

Finish time out: *10 seconds*

Points repartition: *10,7,5,3*

Appendix 2. Group Stage Seeding Example.

		Wins	Loses	1st	2nd	3rd	4th	5th	6th
1	Player 10	3	0	3	0	0	0	0	0
2	Player 2	3	0	1	2	0	0	0	0
3	Player 5	3	1	3	0	0	1	0	0
4	Player 13	3	1	2	1	1	0	0	0
5	Player 10	3	1	1	2	1	0	0	0
6	Player 8	3	2	1	2	1	1	0	0
7	Player 4	3	2	1	1	1	2	1	0
8	Player 15	3	2	0	2	1	1	1	0
9	Player 1	2	3	2	0	1	1	0	1
10	Player 13	2	3	1	1	1	1	1	0
11	Player 6	2	3	0	2	1	1	0	1
12	Player 7	1	3	1	0	0	3	0	0
13	Player 3	1	3	0	1	2	1	0	0
14	Player 11	1	3	0	1	1	2	0	0
15	Player 12	0	3	0	0	2	1	0	0
16	Player 16	0	3	0	0	0	3	0	0