

ESWC 2015 PGW

TrackMania 2 Stadium

Version 1.0

**TABLE OF CONTENTS**

[1. Introduction 4](#_Toc430081457)

[1.1 Definition 4](#_Toc430081458)

[1.2 Rules Committee 4](#_Toc430081459)

[1.3 Application 4](#_Toc430081460)

[1.4 Rules update 4](#_Toc430081461)

[2. ESWC PGW OPEN Final AreaS 4](#_Toc430081462)

[2.1 Tournament Area 4](#_Toc430081465)

[2.1.1 Access 4](#_Toc430081466)

[2.1.2 Player 4](#_Toc430081467)

[2.1.3 Player's coach 4](#_Toc430081468)

[3. Tournament 5](#_Toc430081469)

[3.1 Tournament game settings 5](#_Toc430081470)

[3.1.1 Game version 5](#_Toc430081471)

[3.1.2 Server settings 5](#_Toc430081472)

[3.1.3 Map list 5](#_Toc430081473)

[3.1.4 Player’s graphic settings 5](#_Toc430081474)

[3.2 Tournament match format 6](#_Toc430081475)

[3.2.1 Standard match 6](#_Toc430081476)

[3.2.2 Maps choice 6](#_Toc430081477)

[3.3 Before match 6](#_Toc430081478)

[3.3.1 Match start time 6](#_Toc430081479)

[3.3.2 Setup and warm-up 6](#_Toc430081480)

[3.3.3 Match on stage 6](#_Toc430081481)

[3.4 During a match 6](#_Toc430081482)

[3.4.1 Between game 6](#_Toc430081483)

[3.4.3 Match interruption 7](#_Toc430081484)

[3.4.4 Demo 7](#_Toc430081485)

[3.5 After match 7](#_Toc430081486)

[3.5.1 Investigation request 7](#_Toc430081487)

[4.5.2 Score validation 7](#_Toc430081488)

[3.5.3 Press conference 7](#_Toc430081489)

[3.6 ESWC 2015 PGW TM2S Format 7](#_Toc430081490)

[3.6.1 Format overview 7](#_Toc430081491)

[3.6.2 Time Attack session 7](#_Toc430081492)

[3.6.3 Play-offs 7](#_Toc430081493)

[3.7 Tournament prize break down 8](#_Toc430081494)

[3.8 Tournament schedule 8](#_Toc430081495)

[3.8.1 Check-in date and time 8](#_Toc430081496)

[3.8.2 Friday, October 30th 8](#_Toc430081497)

[3.8.3 Saturday, October 31th 8](#_Toc430081498)

[3.8.4 Sunday, November 1st 8](#_Toc430081499)

[3.9 Tournament setup 8](#_Toc430081500)

[4.9.1 Tournament materials 8](#_Toc430081501)

[3.9.2 Participant own materials 9](#_Toc430081502)

[3.9.3 Prohibited materials 9](#_Toc430081503)

[3.9.4 Prohibited software 9](#_Toc430081504)

[4. Conduct rules 9](#_Toc430081505)

[4.1.1 Forbidden behaviors 9](#_Toc430081506)

[4.1.2 Forbidden in-game actions 10](#_Toc430081507)

[4.2 Sanctions policy 10](#_Toc430081508)

[4.2.1 List of sanctions 10](#_Toc430081509)

# Introduction

### 1.1 Definition

The ESWC 2015 PGW TM2S is an international tournament played on video game ©TrackMania 2 Stadium edited by Nadeo. It is composed of tournament qualifications and a final with 16 players organized from 30th October to 1st November during Paris Games Week. The organization of ESWC 2015 PGW TM2S tournament qualifications and final is managed by OXENT.

### 1.2 Rules Committee

The present Rules are decided and written by the Regulation Committee (RC) of the Electronic Sports World Cup. The Regulation Committee is composed of one competitions director and a tournament director. You can contact them at smaillard@eswc.com.

### 1.3 Application

These Rules of the ESWC 2015 PGW TM2S apply to each of the players, who have qualified or be selected.

### 1.4 Rules update

The Regulations Committee reserves the right to modify the present Rules from time to time without notice. It is encouraged to review these regulations from time to time in order to be apprised of any changes.

# ESWC PGW OPEN Final AreaS

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## 2.1 Tournament Area

### 2.1.1 Access

The Tournament Area is open to players which have a match to play. The Tournament Area is forbidden for players, coach and manager whose don't have a match to play, and for spectators.

Player may not stand on chairs, tables, or other ESWC 2015 PGW TM2S equipment not assigned for their matches by referee.

### 2.1.2 Player

In the Tournament Area during his warm-up player can only interact with his coach, manager, spectators and opponent of his next match.

During his match player must:

* Not interact in any way with other people except his opponent and tournament referee
* Remain seated at his station assigned by the tournament referee.
* Not intentionally manipulate controller of his opponent.

### 2.1.3 Player's coach

The player's coach is not authorized to enter the Tournament Area at any time. During his player’s matches coach must:

* Remain outside the tournament area
* Not interact in any way with his player or player's opponent

# Tournament

## 3.1 Tournament game settings

### 3.1.1 Game version

Tournament will use the latest available version of TrackMania 2 Stadium in PC.

### 3.1.2 Server settings

**Standard match**

The following game settings will be used by default for a cup match:

* Mode: Cup
* Max Player: 4
* Point Limit: 100 (120 for the finale)
* Round Limit: 5 rounds
* Warmup round: 1
* Number of winner: 2 (3 for the finale)
* Random Map Order: 1
* Respawn: desactivated

**Time attack**

The following game settings will be used by default for time-attack:

* Mode: Time Attack
* Time limit: 10min
* Opponents: always visible
* Respawn : desactivated
* Map: random

### 3.1.3 Map list

The map list of the ESWC 2015 PGW TM2S final will be announced at least 3 weeks before the start of the tournament.

### 3.1.4 Player’s graphic settings

Players must use the following graphic settings:

* Opponents: Always Visible
* Default skin : Basic TrackMania Stadium 2 skin : Stadium. Free painting.
* Nickname : The nickname must only have characters from “a” to “z”, not special characters (the tag can have special characters, but not the nickname, for reasons of saving log files)
* For the tournament play-offs, player will be allowed to play only one time with each team from his “*teams group*”.

Before each match, both players will give to the tournament referee the name of the team they will use. Player won’t know the opponent team used until both of them communicated their choice to the referee.

## 3.2 Tournament match format

### 3.2.1 Standard match

A standard match is played in Cup mode with 4 players with a limit of 100 points on 5 circuits. Only the finals matches will be played with a 120 points limit.

At the end of each round, the players win a points number corresponding at their arriving position following this rule:

* 10 points for the first
* 6 points for the second
* 4 points for the third
* 3 points for the fourth

If a player doesn’t finish his round in the time given, he has no points. The server changes the circuit randomly all 5 rounds.

To win, the players must reach 100 points and finish first during the last round. We call “finalist” the player who has reach the 100 points and who must win again a round to win the match. The match end when all players’ places are knew.

### 3.2.2 Maps choice

The maps are played in a random order to each tapes of the bracket. The players connect on the server, but must not cause a circuit change voluntary (on a vote or finishing the circuit). When all the players are on the server, an official will pass the server on the next circuit to begin the match.

## 3.3 Before match

### 3.3.1 Match start time

The match start time indicates the time when the match begins. Therefore player is advised to be present at least 60 minutes before its match start time to setup its gaming gear and warm-up. Players are invited to be up to date with the tournament schedule.

### 3.3.2 Setup and warm-up

Players must play on the computer designated by the tournament referee. Players are responsible of the good installation and functioning of their gaming gear. This includes providing and installing the adequate drivers when necessary, and providing the adequate type of cables or adapters when necessary. Tournament referee may possibly help the player with technical issues but may not delay the tournament schedule for such reasons.

### 3.3.3 Match on stage

Player have to accept to play defined matches on stage and its particular stage conditions, including but not limited to special lights, cardio-frequency meters, the wearing of specific shirts, the use of proper language in game, and the use of special headphones. Specific accessories are provided by the organization.

## 3.4 During a match

### 3.4.1 Between game

An official match may only be started and played when a tournament referee has given the signal to start it. Any match started without approval of a referee will be considered as a non-official match. When a match involves the players to be ready, players have one (1) minute after the signal to be ready and start the match.

### 3.4.3 Match interruption

If a game is involuntary interrupted (player crash, server crash, network cuts …) the tournament officials may or not decide to replay the game. If the match must be replay it will be according to the following rules:

* If a player crashed before the end of the first race of the first track the whole match will be replayed
* If all players are disconnected the round interrupted will be canceled and replayed

### 3.4.4 Demo

Players are obliged to record their in-game demo unless the recording causes performance issues which can only be determined by a tournament official.

## 3.5 After match

### 3.5.1 Investigation request

When a player estimates being a victim of rules violations during a match, players are compelled not to stop the game by any means and to properly finish it. Once the match is over, the player may officially ask for an investigation to tournament officials. It is strongly advised to provide valuable information that may help the tournament director in his investigation. Unjustified and repetitive use of this right may be sanctioned.

### 4.5.2 Score validation

For a match both players have to report the match score to the referee and sign the report match paper. After signing the report match paper a player can’t request for an investigation.

### 3.5.3 Press conference

Player cannot refuse to participate in an ESWC press conference, media partner request or signing session.

## 3.6 ESWC 2015 PGW TM2S Format

### 3.6.1 Format overview

The ESWC 2015 PGW TM2S consists of two stages:

1. Time Attack session of 16 players
2. Play-offs of 16 players, double elimination bracket

### 3.6.2 Time Attack session

For step 1 a Time Attack session is used, participant has to play two Time Attack games of 10 minutes. The tracks will be randomly selected by the tournament official from the official tracks. The tournament official will use the time of each player to establish the seeding to draw the players in the single or double elimination bracket. At the end of the Time Attack if two or more players have the exact same time, they have to replay a Time Attack game of 10 minutes on a new map selected by tournament official.

### 3.6.3 Play-offs

Play-off is organized in a double elimination bracket. In each match 4 participants play each others in a “Standard Match” (see Article 4.2.1). The two first players advances in a “winners” bracket, the two first players continue in a “losers” bracket when they have lost one match. Participants are eliminated when they have lost a match in the “losers” bracket.

For the grand final match, the player who finished first in the “winners” bracket final will start with an advantage of 10 points. The player who finished second in the “winners” bracket final will start with an advantage of 6 points than the players whose will come back from the “losers” bracket final.

## 3.7 Tournament prize break down

The $15,000 of cash prize will be distributed as follows:

* 1st place: $7,500
* 2nd place: $4,500
* 3rd place: $2,000
* 4th place: $1,000

## 3.8 Tournament schedule

All hours are on CENTRAL EUROPEAN TIME (CET).

### 3.8.1 Check-in date and time

 All players must arrive before Friday, October 30th. The check-in is located at Paris Porte de Versailles \*\*\*\*\*\*.

* Tuesday, 27th October: 2pm - 8pm
* Wednesday, 28th October: 10am - 6pm
* Thursday, 29th October: 10am - 6pm

Player must check-in individually. One player or his coach cannot check-in for other players. If player cannot check-in before this date and time please contact us by email at smaillard@eswc.com

### 3.8.2 Friday, October 30th

* Players setup & warm-up 9am - 10am
* Time Attack session 10am - 12am
* Play-offs 1:30pm - 6pm

### 3.8.3 Saturday, October 31th

* Players setup & warm-up 9am - 10am
* Play-offs 10am - 6pm

### 3.8.4 Sunday, November 1st

* Players setup & warm-up 9am - 10am
* Play-offs 10am - 12am
* Final on stage 1:30pm - 2:45pm

## 3.9 Tournament setup

### 4.9.1 Tournament materials

The Organizer will provide the following materials:

* Console
* Monitor

The Organizer will not loan material to player and will not delay the start of a match for a missing or inoperative player's material.

### 3.9.2 Participant own materials

Players must provide the following materials:

* Mouse
* Mousepad
* Keyboard
* Gamepad
* Headphones

Players must provide all necessary cables to make his material work properly on the computer and monitor provided by the Organizer.

All player materials are subject to tournament referee approval.  Organizer reserves the right to deny the use of anything suspected of providing an unfair competitive advantage.

Each player must install and configure his material himself.

### 3.9.3 Prohibited materials

Players may not connect non-essential equipment, such as cell phones, USB Key, flash drives or MP3 to the console or power strip, for any reason.

### 3.9.4 Prohibited software

It is strictly prohibited for a player to use any software modifying the game functionalities, principles or graphical render.

If the presence or use of a prohibited software is detected, the concerned player will be banished of any current and future ESWC tournaments and the cash prize earned if any will be cancelled.

# Conduct rules

### 4.1.1 Forbidden behaviors

Player and Coach will be sanctioned if they are found attempting to violate in any way the present forbidden behaviors:

* Using any software modifying the game functionalities, principles or graphical rendered
* Obtaining information from a current game played, to the detriment of the opponent, and outside the game conditions defined by the tournament.
* Refuse to follow Referee instructions
* Arrive late at his convocation schedule
* Show dissent by word or action
* Use insulting language and/or gestures
* Use insulting language in-game
* Is guilty of unsporting behavior
* Misleading on his identity (fake nick or identity usurpation)
* Misleading or dupe any Referee
* Don't put any effort to win match
* Any forbidden in-game actions listed in Article 4.1.2.

Furthermore Player and Coach or any third party involved in the team may not take part, either directly or indirectly, in betting or gambling on any results of any ESWC 2015 PGW TM2S matches.

The nature and scope of the sanction imposed due to such violations will be at the sole discretion of the referee and tournament director.

### 4.1.2 Forbidden in-game actions

The following actions are strictly prohibited:

* The players must take the checkpoints in the order and the direction wanted by the creator of the map

## 4.2 Sanctions policy

### 4.2.1 List of sanctions

After discovery of any Player and Coach committing any violations of the present rules, the Regulations Committee may apply the following sanctions:

* Verbal warning
* Match loss
* Disqualification

Depending to the degree, repetition and the final analysis, Regulations Committee may apply additional sanctions such as banishment of future ESWC tournament and league, removal of all cash price and award, or legal proceedings.