



**RULEBOOK**  
2023 SEASON

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## Introduction

### *Respect – Passion – Positivity*

These are the core values of the Trackmania World Tour defined in Section 2 of this rulebook (“**Trackmania World Tour**”). Through these values, NADEO SASU (“NADEO”) and its mother company UBISOFT Entertainment SA (“UBISOFT”), wish to operate Trackmania at the forefront of the esports industry, providing an environment for players and organizations alike to thrive. Through high standards only can we build an inclusive and fair ecosystem where discipline, hard-work and results are rewarded.

It is the responsibility of each individual or organization participating in the Trackmania World Tour to uphold these values, whether they are from NADEO/UBISOFT, a competing organization, a production entity or independent on-screen talents.

This rulebook applies within the context of the Trackmania World Tour and to any of its affiliated events. This rulebook aims at providing and codifying a structured and consistent set of global rules and standards enforceable across all levels of competition for everyone and every organization partaking in the Trackmania World Tour, and in particular the Teams (the term “**Team**” refers to the legal entity which is granted a license to compete in the Trackmania World Tour). Participation in any competitions part of the Trackmania World Tour is conditioned to the acceptance of the following rules and standards (collectively the “**Rules**”):

- The rules and penalties contained in the present Rulebook, as updated, amended or supplemented from time to time (the “**Rulebook**”); and
- The Specific Rules issued by each Tournament Organizer for each competition part of the Trackmania World Tour, which will be provided or made available in advance by the applicable Tournament Organizer (the “**Specific Rules**”); and
- The UBISOFT “[Code of Conduct: The way we play](#)” establishing a set of core guidelines that all players, partners, and employees must follow when participating in activities associated with UBISOFT’s products or services, both online and offline (the “**Code of Conduct**”)
- The [Trackmania Code of Conduct](#) setting forth the acceptable behavior of each and any player playing the game Trackmania (the “**Trackmania Code of Conduct**”) and
- The privacy notice provided for in **Section 8.3** titled “**Privacy**” of the **Rulebook**, shall also be read carefully in order to participate in the Trackmania World Tour. If any questions arise regarding the way NADEO/UBISOFT processes Personal Data as part of the Trackmania World Tour, please contact UBISOFT’s Data Protection Officer: [here](#)

Any capitalized term in this Rulebook which is not listed above shall have the meaning ascribed to these terms in the Rulebook.

## **1. Acceptance and modification of the Rules**

### **1.1 Acknowledgement and Acceptance of the Rules**

#### **1.1.1 Teams, Team Staff and Players**

Each License Holder, Player and Team Staff must read, acknowledge and accept these Rules, and agree to abide by them at all times in order to remain eligible to participate in the Trackmania World Tour. A definition of the term License Holder, Player and Team Staff may be found in Section 4.1 of this Rulebook.

By accepting these Rules, each of them consents NADEO/UBISOFT's and/or the Tournament Organizer's authority to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions ("**Sanction(s)**") in accordance with the Penalty Index, without prejudice to any other sanction issued under the Trackmania Code of Conduct and UBISOFT's Terms of Use. The Rules may be accepted either through the registration process of a Trackmania World Tour competition or deemed accepted when a Player or its Team enter and participate into any match of the Trackmania World Tour. Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules.

#### **1.1.2 Tournament Organizers**

Any and each Tournament Organizer contracted by NADEO/UBISOFT for the operation of a competition part of the Trackmania World Tour is responsible for abiding to these Rules and may issue Specific Rules when permitted under this Rulebook.

The term "**Tournament Organizer**" refers to the entity that organizes and produces the broadcast of a competition part of the Trackmania World Tour via:

- Its "**Administrative Staff**", which refers to the Tournament Organizer's staff in charge of enforcing the Rules applicable to the Trackmania World Tour, as well as the Specific Rules of the competition taking place. Administrative staff also serves as a point of contact for Teams regarding any question related to the Trackmania World Tour or the competition, and to report any breach to the Rules.
- Its "**Production and Broadcasting Staff**" which refers to the staff employed or contracted to operate, broadcast or livestream the Trackmania World Tour or any associated content.

For some competitions of the Trackmania World Tour, the Tournament Organizer is NADEO/UBISOFT.

## **1.2 Modification of the Rules.**

### **1.2.1 Modification of the Rules and Trackmania World Tour format.**

In order to ensure that the Trackmania World Tour is operated in accordance with the values conveyed by the Principles of Esports Engagement set forth by the Entertainment Software Association which UBISOFT is a part of, or for the protection of any interest that NADEO/UBISOFT consider material in order to preserve the values, legitimacy and integrity of the Trackmania World Tour, or in order to comply with any applicable law, NADEO/UBISOFT may amend or supplement these Rules with or without prior notice. NADEO/UBISOFT may also change the format of the Trackmania World Tour defined in Section 2, including the promotion/relegation mechanism, with a reasonable notice before the end of the Season. The Tournament Organizer may modify the Specific Rules in accordance with the same principles, subject to NADEO/UBISOFT's prior review and approval of such modifications in each instance.

A full list of the modifications of the Rulebook to date is included in Annex D.

### **1.2.2 Notification.**

Any modification of the Rules or the Trackmania World Tour format will be communicated or made available to the Teams either through the update of a revised version of the Rules, through a public blog post linking to a revised version of the Rules, or by sending an email directly to the Point of Contact designed by each Team.

By default, the License Holder is the official Point of Contact of a team, i.e., the only person able to execute official communications for the Team regarding the prerogatives attached to the License (the "**Point of Contact**"). The License Holder may appoint another staff member of the Team as Point of Contact. The Point of Contact of a Team shall be limited to one person representing the Team.

Any change in the Specific Rules will be notified by the Tournament Organizer to the Teams in the manner described in said Specific Rules.

## **2. Trackmania World Tour definition**

The Trackmania World Tour is a combination of multiple levels of competition (Global and Regional, as further described in Section 2.3), run across multiple regions of the world, and establishing the official competitive scene of Trackmania. All these levels may feed into another through qualification and relegation mechanisms. NADEO/UBISOFT reserves the right to update the list of eligible countries part of each Region during a Season, notably to reflect the list of countries under international sanctions, and/or to preserve the continuity and stability of the Trackmania World Tour league operation during a Season.

### **2.1 Regions**

Regions of the Trackmania World Tour are composed as follows (the "**Regions**"):

Europe ("**EU Region**"):

The EU Region includes the following countries:

Andorra, Albania, Armenia, Austria, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Republic of Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Reunion, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Ukraine, United Kingdom of Great Britain and Northern Ireland.

Asia Pacific ("**APAC Region**"):

The APAC Region includes the following countries:

Bangladesh, Bhutan, Brunei, Cambodia, Chinese-Taipei, India, Hong Kong (SAR), Indonesia, Japan, Laos, Malaysia, Maldives, Mongolia, Myanmar, Nepal, Pakistan, the Philippines, Singapore, South Korea, Thailand, Timor-Leste, Russia (Ural Federal District, Siberian Federal District, Far Eastern Federal District), Vietnam, Kazakhstan, Kyrgyzstan, Tajikistan, Turkmenistan, Uzbekistan, Australia, New Zealand, and Polynesian Nations.

North, Central, South America ("**NCSA Region**"):

The NCSA Region includes the following countries:

Bahamas, Canada, Columbia, Costa Rica, Dominica, Dominican Republic, El Salvador, Guatemala, Honduras, Jamaica, Nicaragua, Panama, United States of America, Brazil, Mexico, Argentina, Chile, Peru, Uruguay, Paraguay, Suriname, Guyana, Venezuela, Caribbean Islands and Bolivia.

Middle East and Africa ("**MEA Region**"):

The MEA Region includes the following countries:

Algeria, Azerbaijan, Bahrain, Chad, Djibouti, Egypt, Israel, Iraq, Jordan, Kuwait, Libya, Mauritania, Morocco, Niger, Oman, Palestine, Qatar, Saudi Arabia, Tunisia, Turkey, United Arab Emirates, Angola, Benin, Botswana, Burkina Faso, Cameroon, Cape Verde, Central African Republic, Comoros, Congo (Brazzaville), Congo (Democratic Republic), Côte d'Ivoire, Equatorial Guinea, Ethiopia, Gabon, The Gambia, Ghana, Guinea-Bissau, Lesotho, Madagascar, Malawi, Mali, Mauritius, Mozambique, Namibia, Nigeria, Rwanda, Sao Tome and Principe, Senegal, Seychelles, South Africa, Swaziland, Togo, Uganda, and Zambia.

## 2.2 Duration

The Trackmania World Tour will unfold throughout a whole year called a "season" (the "Season"). Each Season begins in January and ends after the end of next year's Off-Season Transfer Window.

A Season is composed of two stages (individually a "Stage" and collectively "Stages"), and ends with the "World Championship".



## 2.3 Levels of Competition

The Trackmania World Tour includes a variety of Trackmania competitions, organized by NADEO/UBISOFT and/or Tournament Organizers contracted by NADEO/UBISOFT, and which will take place either at the global or regional level, as further described below.



### 2.3.1 Global Competitions

**The World Championship.** The World Championship takes place once a year and closes the annual Season of the Trackmania World Tour, crowning the world champion for that Season. Qualification to the World Championship is determined either:

- Through the Global Point System which is a global ranking assessing Teams' performance in the Global Leagues (the term "**Global Leagues**" being defined as encompassing the Grand League, Challenger League and All-Stars Championship, as further described in this Section below) and Regional Tournaments (defined in Section 2.4) during a Season of Trackmania World Tour. The Eight best Teams in the Global Point System will automatically qualify to the World Championship; or
- Through the **World Championship Wildcards**, which is a tournament held each Season after the end of the last Stage. Eight Teams will qualify to the World Championship through the World Championship Wildcard. Teams eligible to participate to the World Championship Wildcard will be as follows:

Region	Teams Eligible to Participate to World Championship Wildcards	
	Through the Global Point System	Through the Final Chance Qualifier (open Tournament)
<b>EU Region</b>	18 Teams	Top 2 Teams from the Final Chance Qualifier
<b>NCSA Region</b>	4 Teams	
<b>APAC Region</b>	4 Teams	
<b>MEA Region</b>	4 Teams	

**All-Stars Championship.** The All-Stars Championship is a tournament that will occur after each Stage (before the World Championship Wildcard for Stage 2). Participating Teams will be the following:

- The eight Teams from "**Grand League**" for that Stage
- The four best Teams from "**Challenger League**" for that Stage
- The Team with the most Global Points from "**EU Region**" (outside of Challenger League) for that Stage
- The Team with the most Global Points from "**APAC Region**" for that Stage" (outside of Challenger League) for that Stage
- The best ranked Team with the most Global Points from "**MEA Region**" for that Stage" (outside of Challenger League) for that Stage
- The best ranked Team with the most Global Points from "**NCSA Region**" for that Stage" (outside of Challenger League) for that Stage

**Grand League.** The Grand League is a league-based competition occurring two times a year and establishing regular champions in the Trackmania World Tour. At the end of each Stage, the standings of each Team determine the number of points a Team will add to the Global Point System. Eight pre-selected Teams participates in the Grand League.

**Challenger League.** The Challenger League is a league-based competition occurring two times a year and establishing regular champions in the Trackmania World Tour. At the end of each Stage, the standings of each Team determine the number of points a Team will add to the Global Point System. Eight pre-selected Teams participates in the Challenger League for Stage 1, and the Teams participating in Stage 2 will be determined through the Promotion/Relegation defined in **Section 2.5.3 below**.

### 2.3.2 Regional competitions

**Regional Tournaments.** The Regional Tournaments takes place three times per stage in each Region part of the Trackmania World Tour. Each Regional Tournament operates independently from one another, but all Regional Tournament will be played under the same format.

### 2.3.3 Matchmaking

**Matchmaking.** The Matchmaking is an online feature available in Trackmania at any time throughout the year. Matchmaking consists of quarterly seasons in which the first season is linked to "Stage 1" and the second one to "Stage 2". At the end of each Stage, depending on the ranking, a Team will be ranked based on the average amount of points gathered by the two players part of that Team.

## 2.4. Global Point System

The Trackmania World Tour Global Point System ("Global Point System") provides a global ranking of all Teams competing in the Global Leagues, Regional Tournaments and Matchmaking in order to determine the eight Teams that will directly qualify to the World Championship and the thirty-two Teams that qualifies to the World Championship Wildcard.

### 2.4.1 Point Distribution

The following table lists the number of points ("Global Points") awarded to Teams based of their performances at the end of each Stage, in Global Leagues, Regional Tournaments and through Matchmaking:

	Grand League	Challenger League	All-Stars	Regionals	Matchmaking
<b>1st</b>	150	50	30	7	20
<b>2nd</b>	130	40	20	5	15
<b>3rd</b>	110	30	10	3	12
<b>4th</b>	90	24	10	3	10
<b>5th</b>	70	18	5	2	8
<b>6th</b>	70	18	5	2	7
<b>7th</b>	50	12	5	2	6
<b>8th</b>	50	12	5	2	5
<b>9th - 16th</b>			4,3,2	1	4
<b>17th - 32nd</b>					3
<b>33rd - 64th</b>					2
<b>65th - 128th</b>					1

### 2.4.2 Tiebreaker rules

The following tiebreaker rules shall apply to resolve ties in the event that multiple teams have the same number of points in the Global Point System at the conclusion of the last Stage of a Season, in order to determine the Teams directly qualifying for the World Championship and/or the World Championship Wildcard.

#### 2.4.2.1 Application of the Tiebreaker rules

These tiebreaker rules act sequentially. If there is a set of tied Teams, and a rule is able to break at least part of the tie, this rule is applied, and we move-on to the next rule to break the remaining tied teams. (i.e.: if there are three teams tied and the first rule is able to break the set of three

tied Teams into one singleton and a pair of two Teams who remain tied then the tie is broken for the singleton Team and the other two Teams proceed to the next tiebreaker rule in order to break their tie if needed, and so on).

#### **2.4.2.2 Head-to-head record**

If two or more Teams have the same number of points in the Global Point System, the first tiebreaker is head-to-head records. To calculate the head-to-head tiebreaker, the Teams who are tied are listed, then total number of wins, ties, and losses that each Team has against the other Teams involved in the tie is calculated. The Team who has the best win-rate among the set of tied Teams qualifies.

#### **2.4.2.3 Tiebreaker Match**

If the previous rule was not able to resolve the ties, an additional tiebreaker match will be scheduled between the tied Teams at a moment decided by the Tournament Organizer. The Team that wins the tiebreaker match will qualify.

### **2.5 Trackmania World Tour Format and Schedules**

#### **2.5.1 Grand League and Challenger League, Format and Schedule**

**Format.** For each Stage, there is one Regular Season and one Playoffs.

**Regular Season.** Regular Season comprises seven playdays of four matches each. The tournament Format will be best-of-seven (BO7) Round Robin meaning that each team will play the other Team once during the Stage.

At the end of the 7<sup>th</sup> playday, the six Teams with the best win/loss ratio qualifies to the Playoffs described below. The following Tiebreaker rules shall apply to resolve ties if multiple Teams have the same win/loss ratio at the end of the Regular Season:

- Map Difference
- Head-to-Head
- Tiebreaker Match

These Tiebreaker Rules act sequentially. If there is a set of tied Teams, and a rule is able to break at least part of the tie, this rule is applied, and we move-on to the next rule to break the remaining tied Teams.

**Playoffs.** Playoffs is a Specific Double Elimination bracket where the first and second seed starts in the upper part of the bracket and the third, fourth, fifth and sixth seed begin their playoffs in the lower part of the bracket.

- **Every upper bracket game is played in two sets of Best-of-7.** In the case of having each Team winning a Best-of-7, a decider track will be played after a pick and ban sequence, except for the Grand Final where the Team coming from the upper part of the bracket will start with a free Best-of-7 win. If the other Team wins the second Best-Of-7, a third Best-of-7 will be played.
- **Every lower bracket game is played in two sets of Best-of-5.** In the case of having each Team winning a Best-of-5, a decider track will be played after a pick and ban sequence.

#### **Schedule**

#### **Stage 1**

**Grand League** – Playday 1 – 21<sup>st</sup> JAN – 17:00 CET TO 21:00 CET  
**Grand League** – Playday 2 – 22<sup>nd</sup> JAN – 17:00 CET TO 21:00 CET  
**Grand League** – Playday 3 – 29<sup>th</sup> JAN – 17:00 CET TO 21:00 CET  
**Grand League** – Playday 4 – 5<sup>th</sup> FEB – 17:00 CET TO 21:00 CET  
**Grand League** – Playday 5 – 12<sup>th</sup> FEB – 17:00 CET TO 21:00 CET  
**Grand League** – Playday 6 – 19<sup>th</sup> FEB – 17:00 CET TO 21:00 CET  
**Grand League** – Playday 7 – 26<sup>th</sup> FEB – 17:00 CET TO 21:00 CET

**Challenger League** – Playday 1 – 28<sup>th</sup> JAN – 17:00 CET TO 21:00 CET  
**Challenger League** – Playday 2 – 4<sup>th</sup> FEB – 17:00 CET TO 21:00 CET  
**Challenger League** – Playday 3 – 11<sup>th</sup> FEB – 17:00 CET TO 21:00 CET  
**Challenger League** – Playday 4 – 18<sup>th</sup> FEB – 17:00 CET TO 21:00 CET  
**Challenger League** – Playday 5 – 25<sup>th</sup> FEB – 17:00 CET TO 21:00 CET  
**Challenger League** – Playday 6 – 4<sup>th</sup> MAR – 17:00 CET TO 21:00 CET  
**Challenger League** – Playday 7 – 5<sup>th</sup> MAR – 17:00 CET TO 21:00 CET

**Grand League** – LB Quarterfinal 1 – 12<sup>th</sup> MAR – 17:00 CET  
**Grand League** – LB Quarterfinal 1 – 12<sup>th</sup> MAR – 18:30 CET  
**Grand League** – UB Final – 12<sup>th</sup> MAR – 20:00 CET  
**Grand League** – LB Semifinal – 19<sup>th</sup> MAR – 17:00 CET  
**Grand League** – LB Final – 19<sup>th</sup> MAR – 18:30 CET  
**Grand League** – Grand Final – 19<sup>th</sup> MAR – 20:00 CET

**Challenger League** – LB Quarterfinal 1 – 11<sup>th</sup> MAR – 17:00 CET  
**Challenger League** – LB Quarterfinal 2 – 11<sup>th</sup> MAR – 18:30 CET  
**Challenger League** – UB Final – 11<sup>th</sup> MAR – 20:00 CET  
**Challenger League** – LB Semifinal – 18<sup>th</sup> MAR – 17:00 CET  
**Challenger League** – LB Final – 18<sup>th</sup> MAR – 18:30 CET  
**Challenger League** – Grand Final – 18<sup>th</sup> MAR – 20:00 CET

## Stage 2

**Grand League** – Playday 1 – 6<sup>th</sup> MAY – 17:00 CEST TO 21:00 CEST  
**Grand League** – Playday 2 – 7<sup>th</sup> MAY – 17:00 CEST TO 21:00 CEST  
**Grand League** – Playday 3 – 14<sup>th</sup> MAY – 17:00 CEST TO 21:00 CEST  
**Grand League** – Playday 4 – 21<sup>st</sup> MAY – 17:00 CEST TO 21:00 CEST  
**Grand League** – Playday 5 – 28<sup>th</sup> MAY – 17:00 CEST TO 21:00 CEST  
**Grand League** – Playday 6 – 3<sup>rd</sup> JUN – 17:00 CEST TO 21:00 CEST  
**Grand League** – Playday 7 – 4<sup>th</sup> JUN – 17:00 CEST TO 21:00 CEST

**Challenger League** – Playday 1 – 10<sup>th</sup> & 11<sup>th</sup> MAY – 19:00 CEST TO 21:00 CEST  
**Challenger League** – Playday 2 – 13<sup>th</sup> MAY – 17:00 CEST TO 21:00 CEST  
**Challenger League** – Playday 3 – 17<sup>th</sup> & 18<sup>th</sup> MAY – 19:00 CEST TO 21:00 CEST  
**Challenger League** – Playday 4 – 20<sup>th</sup> MAY – 17:00 CEST TO 21:00 CEST  
**Challenger League** – Playday 5 – 27<sup>th</sup> MAY – 17:00 CEST TO 21:00 CEST  
**Challenger League** – Playday 6 – 10<sup>th</sup> JUN – 17:00 CEST TO 21:00 CEST  
**Challenger League** – Playday 7 – 11<sup>th</sup> JUN – 17:00 CEST TO 21:00 CEST

**Grand League** – LB Quarterfinal 1 – 17<sup>th</sup> JUN – 18:00 CEST  
**Grand League** – LB Quarterfinal 2 – 17<sup>th</sup> JUN – 20:00 CEST  
**Grand League** – UB Final – 18<sup>th</sup> JUN – 20:00 CEST  
**Grand League** – LB Semifinal – 23<sup>rd</sup> JUN – 20:00 CEST  
**Grand League** – LB Final – 25<sup>th</sup> JUN – 18:00 CEST  
**Grand League** – Grand Final – 25<sup>th</sup> JUN – 20:00 CEST

**Challenger League** – LB Quarterfinal 1 – 16<sup>th</sup> JUN – 18:00 CEST  
**Challenger League** – LB Quarterfinal 2 – 16<sup>th</sup> JUN – 20:00 CEST

**Challenger League** – UB Final – 18<sup>th</sup> JUN – 18:00 CEST  
**Challenger League** – LB Semifinal – 23<sup>rd</sup> JUN – 18:00 CEST  
**Challenger League** – LB Final – 24<sup>th</sup> JUN – 18:00 CEST  
**Challenger League** – Grand Final – 24<sup>th</sup> JUN – 20:00 CEST

## 2.5.2 Regional Tournaments Format and Schedule

**Format.** Each Stage, each Region will have 3 regional open tournaments played during 2 playdays taking place as follows:

**Day 1.** Day one will have a dynamic format, based on the number of Teams registered:

- If there are more than 49 teams registered, all rounds before BO32 will be played in Single Elimination and in Best-of-five matches. All rounds from BO32 up to Day 2 will be played in Double Elimination and in Best-of-five matches.
- If there are more than 9 teams and less than 48 teams registered, all rounds from BO64 up to Day 2 will be played in Double Elimination and in Best-of-five matches.
- If there are 8 teams or less registered, all rounds will be played in Double Elimination and in Best-of-seven matches.

The number of Teams participating to each regional tournament will be predetermined in accordance with the number of Teams registered. The number of participating Teams can only be 32, 64, 128 or 256. To extend the number of slots allocated to a regional tournament, the number of registered Teams must be at least 50% higher than the previous limit. For example:

- 134 Teams registered will set the limit at 128 slots (less than 192 teams registered).
- 96 Teams registered will set the limit at 128 slots (more than 96 teams registered).

The seeding of each Team participating in regional tournaments will be determined by:

- Addition of matchmaking points of both players on the day of the tournament.

**Day 2.** Regional event Day two will be played in Single Elimination Bracket containing best 8 teams from Day 1 of the regional. Each match will be played in a Best-of-7.

### Schedule

#### Stage 1 Regional 1

**MEA** – Day 1 – 20th JAN – 17:00 UTC / 18:00 CET / SAST 19:00 / 20:00 TRT  
**MEA** – Day 2 – 21st JAN – 12:00 UTC / 13:00 CET / SAST 14:00 / 15:00 TRT

**NCSA** – Day 1 – 21<sup>st</sup> JAN – 21:00 UTC / 22:00 CET / 18:00 BRT / 16:00 ET / 13:00 PT  
**NCSA** – Day 2 – 22<sup>nd</sup> JAN – 21:00 UTC / 22:00 CET / 18:00 BRT / 16:00 ET / 13:00 PT

**EU** – Day 1 – 28<sup>th</sup> JAN – 12:00 UTC / 13:00 CET / 14:00 EET  
**EU** – Day 2 – 29<sup>th</sup> JAN – 12:00 UTC / 13:00 CET / 14:00 EET

**APAC** – Day 1 – 28<sup>th</sup> JAN – 7:00 UTC / 8:00 CET / 12:30 IST / 15:00 SGT / 17:00 AEST  
**APAC** – Day 2 – 29<sup>th</sup> JAN – 7:00 UTC / 8:00 CET / 12:30 IST / 15:00 SGT / 17:00 AEST

#### Stage 1 Regional 2

**MEA** - Day 1 - 10th FEB - 17:00 UTC / 18:00 CET / SAST 19:00 / 20:00 TRT  
**MEA** - Day 2 - 11th FEB - 12:00 UTC / 13:00 CET / SAST 14:00 / 15:00 TRT

**NCSA** - Day 1 - 11<sup>th</sup> FEB - 21:00 UTC / 22:00 CET / 18:00 BRT / 16:00 ET / 13:00 PT  
**NCSA** - Day 2 - 12<sup>th</sup> FEB - 21:00 UTC / 22:00 CET / 18:00 BRT / 16:00 ET / 13:00 PT

**EU** - Day 1 - 18<sup>th</sup> FEB - 12:00 UTC / 13:00 CET / 14:00 EET  
**EU** - Day 2 - 19<sup>th</sup> FEB - 12:00 UTC / 13:00 CET / 14:00 EET

**APAC** - Day 1 - 18<sup>th</sup> FEB - 7:00 UTC / 8:00 CET / 12:30 IST / 15:00 SGT / 17:00 AEST  
**APAC** - Day 2 - 19<sup>th</sup> FEB - 7:00 UTC / 8:00 CET / 12:30 IST / 15:00 SGT / 17:00 AEST

## **Stage 1**

### **Regional 3**

**MEA** - Day 1 - 3rd MAR - 17:00 UTC / 18:00 CET / SAST 18:00 / 20:00 TRT  
**MEA** - Day 2 - 4th MAR - 12:00 UTC / 13:00 CET / SAST 13:00 / 15:00 TRT

**NCSA** - Day 1 - 4<sup>th</sup> MAR - 21:00 UTC / 22:00 CET / 18:00 BRT / 16:00 ET / 13:00 PT  
**NCSA** - Day 2 - 5<sup>th</sup> MAR - 21:00 UTC / 22:00 CET / 18:00 BRT / 16:00 ET / 13:00 PT

**EU** - Day 1 - 11<sup>th</sup> MAR - 12:00 UTC / 13:00 CET / 14:00 EET  
**EU** - Day 2 - 12<sup>th</sup> MAR - 12:00 UTC / 13:00 CET / 14:00 EET

**APAC** - Day 1 - 11<sup>th</sup> MAR - 7:00 UTC / 8:00 CET / 12:30 IST / 15:00 SGT / 17:00 AEST  
**APAC** - Day 2 - 12<sup>th</sup> MAR - 7:00 UTC / 8:00 CET / 12:30 IST / 15:00 SGT / 17:00 AEST

## **Stage 2**

### **Regional 1**

(Times can change due to Day Light Savings)

**MEA** - Day 1 - 28<sup>th</sup> APR - 16:00 UTC / 18:00 CEST / SAST 18:00 / 19:00 TRT  
**MEA** - Day 2 - 29<sup>th</sup> APR - 11:00 UTC / 13:00 CEST / SAST 13:00 / 14:00 TRT

**NCSA** - Day 1 - 29<sup>th</sup> APR - 20:00 UTC / 22:00 CEST / 18:00 BRT / 16:00 ET / 13:00 PT  
**NCSA** - Day 2 - 30<sup>th</sup> APR - 20:00 UTC / 22:00 CEST / 18:00 BRT / 16:00 ET / 13:00 PT

**EU** - Day 1 - 6<sup>th</sup> MAY - 11:00 UTC / 13:00 CEST / 14:00 EET  
**EU** - Day 2 - 7<sup>th</sup> MAY - 11:00 UTC / 13:00 CEST / 14:00 EET

**APAC** - Day 1 - 6<sup>th</sup> MAY - 6:00 UTC / 8:00 CEST / 12:30 IST / 15:00 SGT / 17:00 AEST  
**APAC** - Day 2 - 7<sup>th</sup> MAY - 6:00 UTC / 8:00 CEST / 12:30 IST / 15:00 SGT / 17:00 AEST

## **Stage 2**

### **Regional 2**

(Times can change due to Day Light Savings)

**MEA** - Day 1 - 19<sup>th</sup> MAY - 17:00 UTC / 18:00 CEST / SAST 18:00 / 19:00 TRT  
**MEA** - Day 2 - 20<sup>th</sup> MAY - 12:00 UTC / 13:00 CEST / SAST 13:00 / 14:00 TRT

**NCSA** - Day 1 - 20<sup>th</sup> MAY - 21:00 UTC / 22:00 CEST / 18:00 BRT / 16:00 ET / 13:00 PT  
**NCSA** - Day 2 - 21<sup>st</sup> MAY - 21:00 UTC / 22:00 CEST / 18:00 BRT / 16:00 ET / 13:00 PT

**EU** - Day 1 - 27<sup>th</sup> MAY - 11:00 UTC / 13:00 CEST / 14:00 EET  
**EU** - Day 2 - 28<sup>th</sup> MAY - 11:00 UTC / 13:00 CEST / 14:00 EET

**APAC** - Day 1 - 27<sup>th</sup> MAY - 6:00 UTC / 8:00 CEST / 12:30 IST / 15:00 SGT / 17:00 AEST  
**APAC** - Day 2 - 28<sup>th</sup> MAY - 6:00 UTC / 8:00 CEST / 12:30 IST / 15:00 SGT / 17:00 AEST

## Stage 2

### Regional 3

(Times can change due to Day Light Savings)

**MEA** - Day 1 - 9<sup>th</sup> JUN - 16:00 UTC / 18:00 CEST / SAST 18:00 / 19:00 TRT

**MEA** - Day 2 - 10<sup>th</sup> JUN - 11:00 UTC / 13:00 CEST / SAST 13:00 / 14:00 TRT

**NCSA** - Day 1 - 10<sup>th</sup> JUN - 20:00 UTC / 22:00 CEST / 18:00 BRT / 16:00 ET / 13:00 PT

**NCSA** - Day 2 - 11<sup>th</sup> JUN - 20:00 UTC / 22:00 CEST / 18:00 BRT / 16:00 ET / 13:00 PT

**EU** - Day 1 - 17<sup>th</sup> JUN - 11:00 UTC / 13:00 CEST / 14:00 EET

**EU** - Day 2 - 18<sup>th</sup> JUN - 11:00 UTC / 13:00 CEST / 14:00 EET

**APAC** - Day 1 - 17<sup>th</sup> JUN - 6:00 UTC / 8:00 CEST / 12:30 IST / 15:00 SGT / 17:00 AEST

**APAC** - Day 2 - 18<sup>th</sup> JUN - 6:00 UTC / 8:00 CEST / 12:30 IST / 15:00 SGT / 17:00 AEST

### 2.5.3 Promotion and Relegation Tournament, Format and Schedule

**Format.** The event will be a closed tournament consisting of 16 teams coming from Challenger League and Teams with the bigger number of Global Points from each Region in a fight for the participation in Challenger League in the upcoming Stage of the Trackmania World Tour.

Participating Teams will be the following:

- The 2 lowest ranked Teams from “**Challenger League – Regular Season**” for the Stage
- The 8 Teams with the most Global Points from “**EU Region**” for the Stage
- The 2 best ranked Teams with the most Global Points from “**APAC Region**” for the Stage
- The 2 best ranked Teams with the most Global Points from “**MEA Region**” for the Stage
- The 2 best ranked Teams with the most Global Points from “**NCSA Region**” for the Stage

**Group Stage.** The first part of the Challenger League Promotion/Relegation tournament will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the Playoffs. If a Team loses three (3) Matches during this stage, it will be eliminated from the Challenger League Promotion/Relegation tournament. Eight (8) teams from the group will advance to the Playoffs.

Elimination and Advancement matches for the Swiss stage will be Best-of-seven (BO7).

All other matches are Best-of-five (BO5).

For seeding in the first round of matches:

- #1 TMCL vs #2 APAC
- #2 TMCL vs #2 MEA
- #1 EU vs #2 NCSA
- #1 NCSA vs #8 EU
- #1 MEA vs #7 EU
- #2 EU vs #6 EU
- #3 EU vs #5 EU
- #4 EU vs #1 APAC

**Playoffs.** The Challenger League Promotion/Relegation Playoffs will feature a Single Elimination bracket. All matches will be Best-of-seven (BO7). The two Teams reaching the Grand Final will qualify for the next Challenger League Stage (with potential relegation of Team(s) from

Challenger League participating to the Challenger League Promotion/Relegation if any or both of these Team(s) are not winners).

## Schedule

### Stage 1

**Swiss Stage** – 1<sup>st</sup> round of matches – 25<sup>th</sup> MAR – 16:00 CET

**Swiss Stage** – 2<sup>nd</sup> round of matches – 25<sup>th</sup> MAR – 17:00 CET

**Swiss Stage** – 3<sup>rd</sup> round of matches – 25<sup>th</sup> MAR – 18:00 CET

**Swiss Stage** – 4<sup>th</sup> round of matches – 25<sup>th</sup> MAR – 19:00 CET

**Swiss Stage** – 5<sup>th</sup> round of matches – 25<sup>th</sup> MAR – 20:00 CET

**Playoffs** – Quarterfinal 1 & 2 – 26<sup>th</sup> MAR – 16:00 CET

**Playoffs** – Quarterfinal 3 & 4 – 26<sup>th</sup> MAR – 17:00 CET

**Playoffs** – Semifinal 1 – 26<sup>th</sup> MAR – 18:00 CET

**Playoffs** – Semifinal 2 – 26<sup>th</sup> MAR – 19:00 CET

**Playoffs** – Grand final – 26<sup>th</sup> MAR – 20:00 CET

### Stage 2.

**Format.** The Promotion and Relegation Tournament of Stage 2 will use the World Championship results from the following teams:

- The 2 lowest ranked Teams from “**Challenger League – Regular Season**” for the Stage
- The 8 Teams with the most Global Points from “**EU Region**” for the Stage
- The 2 best ranked Teams with the most Global Points from “**APAC Region**” for the Stage
- The 2 best ranked Teams with the most Global Points from “**MEA Region**” for the Stage
- The 2 best ranked Teams with the most Global Points from “**NCSA Region**” for the Stage

The four best performing teams in World Championship will qualify for the Trackmania Challenger League in 2024.

### 2.5.4 All-Stars Championship, Format and Schedule

#### Format.

**Swiss stage.** The first part of the All-Stars Championship will consist of one group of sixteen (16) Teams, with each Team competing in Swiss matches against other Teams within the group. If a Team wins three (3) matches during this stage, it will advance to the playoffs. If a Team loses three (3) matches during this stage, it will be eliminated from the All-Stars Championship. Eight (8) teams from the group will advance to the Playoffs of the All-Stars Championship.

All matches for the Swiss stage will be Best-of-five (BO5).

For seeding in the first round of matches:

- #1 TMGL vs #1 APAC
- #2 TMGL vs #1 MEA
- #3 TMGL vs #1 NCSA
- #4 TMGL vs #1 EU
- #5 TMGL vs #4 TMCL
- #6 TMGL vs #3 TMCL
- #7 TMGL vs #2 TMCL
- #8 TMGL vs #1 TMCL

**Playoffs.** The All-Stars Championship Playoffs will feature a Single Elimination bracket. All matches are played in two sets of Best-of-5. In the case of having each Team winning a Best-of-5, a decider track will be played after a pick and ban sequence.

## Schedule

### Stage 1

**Swiss Stage** – 1<sup>st</sup> round of matches – 16<sup>th</sup> APR – 16:00 CEST  
**Swiss Stage** – 2<sup>nd</sup> round of matches – 16<sup>th</sup> APR – 17:00 CEST  
**Swiss Stage** – 3<sup>rd</sup> round of matches – 16<sup>th</sup> APR – 18:00 CEST  
**Swiss Stage** – 4<sup>th</sup> round of matches – 16<sup>th</sup> APR – 19:00 CEST  
**Swiss Stage** – 5<sup>th</sup> round of matches – 16<sup>th</sup> APR – 20:00 CEST

**Playoffs** – Quarterfinal 1 – 22<sup>nd</sup> APR – 16:00 CEST  
**Playoffs** – Quarterfinal 2 – 22<sup>nd</sup> APR – 17:30 CEST  
**Playoffs** – Quarterfinal 3 – 22<sup>nd</sup> APR – 19:00 CEST  
**Playoffs** – Quarterfinal 4 – 22<sup>nd</sup> APR – 20:30 CEST  
**Playoffs** – Semifinal 1 – 23<sup>rd</sup> APR – 17:00 CEST  
**Playoffs** – Semifinal 2 – 23<sup>rd</sup> APR – 18:30 CEST  
**Playoffs** – Grand Final – 23<sup>rd</sup> APR – 20:00 CEST

### Stage 2

**Swiss Stage** – 1<sup>st</sup> round of matches – 8<sup>th</sup> JUL – 16:00 CEST  
**Swiss Stage** – 2<sup>nd</sup> round of matches – 8<sup>th</sup> JUL – 17:00 CEST  
**Swiss Stage** – 3<sup>rd</sup> round of matches – 8<sup>th</sup> JUL – 18:00 CEST  
**Swiss Stage** – 4<sup>th</sup> round of matches – 8<sup>th</sup> JUL – 19:00 CEST  
**Swiss Stage** – 5<sup>th</sup> round of matches – 8<sup>th</sup> JUL – 20:00 CEST

**Playoffs** – Quarterfinals – 9<sup>th</sup> JUL – 16:00 CEST  
**Playoffs** – Semifinal 1 – 9<sup>th</sup> JUL – 17:30 CEST  
**Playoffs** – Semifinal 2 – 9<sup>th</sup> JUL – 19:00 CEST  
**Playoffs** – Grand Final – 9<sup>th</sup> JUL – 20:30 CEST

## 2.5.5 World Championship, Format and Schedule

### 2.5.5.1 World Championship Final Chance Qualifiers

**Format.** The Final Chance Qualifiers will feature a Single Elimination bracket and will occur two times before the World Championship Wildcard. All Matches for the Final Chance will be Best-of-Seven (BO7).

The two finalists will qualify for the World Championship Wildcard.

## Schedule

**RO128** – 9<sup>th</sup> SEP – 15:00 CEST  
**RO64** – 9<sup>th</sup> SEP – 16:30 CEST  
**RO32** – 9<sup>th</sup> SEP – 18:00 CEST  
**RO16** – 10<sup>th</sup> SEP – 16:00 CEST  
**RO8** – 10<sup>th</sup> SEP – 17:30 CEST  
**Semi-final 1** – 10<sup>th</sup> SEP – 19:00  
**Semi-final 2** – 10<sup>th</sup> SEP – 20:30

All matches will be played in a Best-of-7 format.

### 2.5.5.2 World Championship Wildcard

#### Format.

**Swiss stage.** The first part of the World Championship Wildcard will consist of two groups of sixteen (16) Teams, with each Team competing in Swiss matches against other Teams within the

group. If a Team wins three (3) matches during this stage, it will advance to the playoffs. If a Team loses three (3) matches during this stage, it will be eliminated from the World Championship Wildcard. Eight (8) teams from each group will advance to the Playoffs of the World Championship Wildcard.

Elimination and Advancement matches for the Swiss stage will be Best-of-seven (BO7). All other matches are Best-of-five (BO5).

#### **Group A:**

- #1 EU
- #4 EU
- #5 EU
- #8 EU
- #9 EU
- #12 EU
- #13 EU
- #16 EU
- #17 EU
- #2 NCSA
- #3 NCSA
- #1 APAC
- #4 APAC
- #2 MEA
- #3 MEA
- #1 FCQ

#### **Group B:**

- #2 EU
- #3 EU
- #6 EU
- #7 EU
- #10 EU
- #11 EU
- #14 EU
- #15 EU
- #18 EU
- #1 NCSA
- #4 NCSA
- #2 APAC
- #3 APAC
- #1 MEA
- #4 MEA
- #2 FCQ

**Playoffs.** The World Championship Wildcard Playoffs will feature a Qualification Match. All matches are played in a Best-of-7 format. Winner of each match is qualified to the World Championship.

#### **Schedule**

**Swiss Stage A** – 1<sup>st</sup> round of matches – 17<sup>th</sup> SEP – 17:00 CEST

**Swiss Stage A** – 2<sup>nd</sup> round of matches – 17<sup>th</sup> SEP – 18:00 CEST

**Swiss Stage A** – 3<sup>rd</sup> round of matches – 17<sup>th</sup> SEP – 19:00 CEST

**Swiss Stage A** – 4<sup>th</sup> round of matches – 17<sup>th</sup> SEP – 20:00 CEST

**Swiss Stage A** – 5<sup>th</sup> round of matches – 17<sup>th</sup> SEP – 21:00 CEST

**Swiss Stage B** – 1<sup>st</sup> round of matches – 24<sup>th</sup> SEP – 17:00 CEST

**Swiss Stage B** – 2<sup>nd</sup> round of matches – 24<sup>th</sup> SEP – 18:00 CEST

**Swiss Stage B** – 3<sup>rd</sup> round of matches – 24<sup>th</sup> SEP – 19:00 CEST

**Swiss Stage B** – 4<sup>th</sup> round of matches – 24<sup>th</sup> SEP – 20:00 CEST

**Swiss Stage B** – 5<sup>th</sup> round of matches – 24<sup>th</sup> SEP – 21:00 CEST

**Qualification Match** - #1 v. #16 – 30<sup>th</sup> SEP – 17:00 CEST

**Qualification Match** - #2 v. #15 – 30<sup>th</sup> SEP – 18:00 CEST

**Qualification Match** - #3 v. #14 – 30<sup>th</sup> SEP – 19:00 CEST

**Qualification Match** - #4 v. #13 – 30<sup>th</sup> SEP – 20:00 CEST

**Qualification Match** - #5 v. #12 – 1<sup>st</sup> OCT – 17:00 CEST

**Qualification Match** - #6 v. #11 – 1<sup>st</sup> OCT – 18:00 CEST

**Qualification Match** - #7 v. #10 – 1<sup>st</sup> OCT – 19:00 CEST

**Qualification Match** - #8 v. #9 – 1<sup>st</sup> OCT – 20:00 CEST

### 2.5.5.3 World Championship

The format for the remaining 16 teams will be announced in May 2023.

### 2.5.6 Matchmaking, Format and Schedule

**Format.** For each Stage, a Matchmaking season will be associated with. Each Team will have one month prior to the beginning of a Stage to register with their duo for a complete Stage and Matchmaking season.

To attribute points, the ranking of a Team will be based on the average amount of points the two Players registered to that Team have accumulated at the end a Matchmaking Season.

#### Schedule

**Stage 1** – From 1<sup>st</sup> JAN 17:00 CEST to 1<sup>st</sup> APR 16:59 CEST

**Stage 2** – From 1<sup>st</sup> APR 17:00 CEST to 1<sup>st</sup> JUL 16:59 CEST

### 2.6 Prize money (per stage and per tournament)

	GL	CL	EU	NCSA	APAC	MEA
<b>1st</b>	10 000,00 €	2 000,00 €	175,00 €	150,00 €	150,00 €	150,00 €
<b>2nd</b>	5 000,00 €	1 000,00 €	125,00 €	50,00 €	50,00 €	50,00 €
<b>3rd</b>	3 000,00 €	750,00 €	75,00 €			
<b>4th</b>	2 000,00 €	600,00 €	75,00 €			
<b>5th</b>	1 000,00 €	500,00 €				
<b>6th</b>	1 000,00 €	500,00 €				
<b>7th</b>	750,00 €	300,00 €				
<b>8th</b>	500,00 €	250,00 €				
<b>TOTAL</b>	<b>23 250,00 €</b>	<b>5 900,00 €</b>	<b>1 350,00 €</b>	<b>600,00 €</b>	<b>600,00 €</b>	<b>600,00 €</b>

### 3. Conditions for participation

#### 3.1 Team Licenses

**Grant of License.** Teams competing in the Trackmania World Tour will be granted a license, for the duration of the Season as long as the Team complies with the Rules and is duly qualified to

participate in the Trackmania World Tour and meets the eligibility requirements of the Rulebook (the "License").

The License grants the Team with ownership of the competition slot within the Trackmania World Tour which entails:

- Authorization to compete in tournaments of the Trackmania World Tour, as long as such Team is qualified to participate to such portion of the Trackmania World Tour in accordance with Section 2.3.2 of this Rulebook; and
- Authorization to qualify and participate to World Championships and World Championship Wildcard based on the Team's performance, as described in Section 2.3.2 of this Rulebook; and
- Right to operate Transfer of Players in accordance with Section 4.5 of this Rulebook; and
- Eligibility to be paid prize money in accordance with the Team's results; and
- Right to request a transfer of license, conditioned to UBISOFT and/or NADEO's approval in each instance as set forth in Section 3.1.3

**License Holder.** A material condition for a team to be granted a license is the appointment by the Team of a License Holder. This License Holder automatically becomes the Team's official Point of Contact with the NADEO/UBISOFT Esports Manager. The License Holder is the only person authorized to act as a representative of the Team, and exercise the prerogatives attached to the License. For any team competing in Grand League & Challenger League, the License Holder cannot be a Player.

The License holder may appoint someone else from its organization as official Point of Contact for the Team (usually the Team's Manager). The Point of Contact can thereon execute all official communications on behalf of the License Holder (notifications and approval most notably, as specified in Section 8.7 and 8.8) but still requires the License Holder's final validation to execute operations. NADEO/UBISOFT reserve the right to request a change of Point of Contact should a team's Point of Contact not be timely responsive.

Any change of License Holder must be requested in writing (email being sufficient) by the License Holder to NADEO/UBISOFT's Esports Manager and shall be formally approved by NADEO/UBISOFT by email prior to its effectiveness.

### **3.1.1 License Requirements**

**Legal Entity (Grand League and Challenger League).** All Teams competing in the Grand League and Challenger League must be represented by a legal entity (association, company ...) in order to be provided with a license.

Should a Team be promoted through the promotion/relegation system to the Challenger League, then such Team will have to comply with the obligation to be represented by a legal entity starting from the beginning of the season for such promotion to be effective. NADEO/UBISOFT may allow on a case-by-case basis a grace period of maximum sixty (60) days from the date of the promotion/relegation match if the Team faces a possible case of disqualification for absence of legal entity at the beginning of the season. This grace period may be provided by NADEO/UBISOFT in cases where failure to have the legal entity created stems from incompressible delays on which the team has no control over and despite the Team's best efforts to have the legal entity created in time.

Proof of such valid legal entity needs to be provided to the NADEO/UBISOFT's Esports Manager prior to any participation into the Trackmania World Tour.

### **3.1.2. Acknowledgement Letter (Regional Tournaments and Matchmaking)**

As an exception to this rule, teams only competing in Regional Tournaments and Matchmaking may be represented by a Player or Team Staff of said Team provided that all Players agree to appoint this Player or Team Staff as their legal representative by executing the Acknowledgment Letter available in the Annex A (the “**Acknowledgement Letter**”).

The duly executed Acknowledgement Letter, needs to be provided to the NADEO/UBISOFT’s Esports Manager prior to any participation into the Trackmania World Tour.

### **3.1.3 Conflict of Interest**

Prior to any participation into the Trackmania World Tour and at the time of its registration and/or upon NADEO/UBISOFT’s Esports Manager and/or Tournament Organizer Administrative Staff request, each Team must provide an “absence of Conflict of Interest” statement certifying that the Team is not facing a Conflict of Interest. A “Conflict of Interest” may include, but is not limited to:

- (i) Joint Control of multiple teams, or any form of interests in multiples teams in the Trackmania World Tour. For purpose of this definition in this present Section 3.1.1(i), “Control” means:
  - The possession, directly or indirectly, of the power to vote five percent (5%) or more of all interests having voting power for the election of Team owners or any Team representative.
  - The ownership of a general partnership interest or a limited partnership interest (or other ownership interest) representing ten percent (10%) or more of the outstanding limited partnership interests or other ownership interests of such Team.
- (ii) A situation where a Player or a Team Staff (such term being defined in Section 4.1) is an employee, officer, director, agent, contractor or subcontractor performing services or work in connection with the Trackmania World Tour, or representatives of NADEO/UBISOFT or of the Tournament Organizer and/or of any person or other entity which own or Control, is under the ownership or is under common ownership or Control of NADEO/UBISOFT or the Tournament Organizer. “Control” under this present Section 3.1.1 (ii) shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.
- (iii) A situation of collusion where a Player or Team Staff is in a position in which said Player or Team Staff could interfere and/or benefit financially or otherwise, directly or indirectly, from a decision to alter the outcome of a match and/or behavior of the Team within a competition of the Trackmania World Tour in a manner contrary with the integrity and competitive spirit of the Trackmania World Tour. A situation of collusion includes, but is not limited to, undisclosed agreement between two or more parties to deceive and/or mislead Tournament Organizer’s officials and/or NADEO/UBISOFT Esports Manager or tampering the outcome of one or multiple matches in a competition of the Trackmania World Tour.

Any cluster of clues indicative of a Conflict of Interest identified by UBISOFT.

In the event of a failure to provide the aforementioned absence of Conflict-of-Interest statement, or in case of any misrepresentation or deceit on the facts alleged on this absence of Conflict-of-Interest statement, NADEO/UBISOFT may decide to revoke the license granted to the Team, in the condition set forth in Section **3.1.6 below**.

### **3.1.4 License Restrictions**

A license is only valid for a Season of competitive play in the Trackmania World Tour.

A Team can be granted more than one license at a time to compete in the Trackmania World Tour, and a Team may have more than one Roster per Region competing in the Trackmania World Tour.

If two Roster of the same Team are to face each other during the All-Stars Championship or any event related to the World Championships, then the Team must notify to UBISOFT NADEO's Esports Manager the Roster they'll select for that tournament. The additional Rosters will have to:

- Withdraw from the tournament or;
- Transfer the license to a new Team that has no participating Roster in the tournament. Creating a new Team is allowed.

In the case of a Team having more than one Roster participating in a Promotion/Relegation tournament, the Team must notify to UBISOFT NADEO's Esports Manager the Roster they'll select for that tournament. The additional Rosters will have to:

- Withdraw from the tournament or;
- Transfer the license to a new Team that has no participating Roster in the tournament. If any of the additional Roster promotes while the Roster chosen by the Team before the tournament doesn't, the additional Roster will not be able to transfer back the license with that Team for the following Stage.

### **3.1.5 License transfer**

**License transfer.** A License Holder validly holding a license for its Team can initiate a license transfer with another Team that does not yet hold a license, provided the acquiring Team complies with the Rules and in particular fulfils the conditions for participation set forth in **Section 3.**

Prior to any transfer, the License Holder shall notify NADEO/UBISOFT's Esports Manager of its intention to transfer its Team license and all proof of the acquiring team's eligibility (including the absence of conflict-of-interest statement and/or the Acknowledgment Letter if applicable) must be communicated to the Tournament Organizer officials and/or NADEO/UBISOFT. A license transfer will neither be valid nor enforceable unless formally approved by UBISOFT according to the Approval process set forth in **Section 8.7.**

For sake of clarity, a license transfer does not allow any roster change other than those permitted under **Section 4.5** below and are subject to the limitations set forth in **Section 3.1.5** below.

### **3.1.6 Effect of a license transfer**

When a license is transferred or exchanged, the acquiring team obtains the acquired Team's current Global Points in the Global Point System, and the acquired Team's ranking in the Global League, if applicable.

If a license transfer or exchange occurs while a prize pool payment is due to the acquired License Holder, then the right to such payment will be automatically transferred to the acquiring License Holder.

### **3.1.7 License transfer limitations**

As a condition for the license transfer or exchange to be valid, the acquiring License Holder must maintain the roster of players of the Team of the former License Holder until the opening of a new Transfer Window.

NADEO/UBISOFT shall have sole discretion to allow or decline a license transfer and may impose a specific timeframe and requirements regarding a contemplated transfer of license if required to ensure the continuity of its league operation and protect NADEO/UBISOFT's esports ecosystem integrity.

These additional requirements may require from the transferring and acquiring organization an obligation to provide documentation supporting the ability of the acquiring team to maintain the applicable Roster(s) of the transferring organization in compliance with the eligibility requirement of the Rules. If NADEO/UBISOFT reckon that the timing of a projected transfer is likely to create instability in NADEO/UBISOFT's league operation and continuity, NADEO/UBISOFT reserve the right to decline a license transfer or at its sole discretion.

Once the transfer is effective and approved by NADEO/UBISOFT. Changes to the Roster(s) can be made during the next transfer window set forth in **Section 4.5.3**.

### **3.1.8 License Revocation**

NADEO/UBISOFT reserves the right to revoke a license granted in case of major or repeated breaches of the Rules by any of the Team's Players or Team's Staff.

## **3.2 Player and Team Staff Eligibility**

### **3.2.1 Compliance with the Rules**

Players and Team Staff will be eligible and remain eligible to compete in the Trackmania World Tour with their Team as long as they agree to be bound to and abide by the Rules, and in particular comply with the eligibility requirements set forth in this **Section 3.2**.

### **3.2.2 Compliance with local labour and immigration laws**

Participation in any competition of the Trackmania World Tour is conditioned to the obtention, by each Player and Team Staff of any necessary official documentation (visas, work permits, governmental authorizations...) required to comply with applicable local laws where the competition of Trackmania World Tour is held.

NADEO/UBISOFT and/or the Tournament Organizer cannot be held responsible for the failure of a Player and/or Team Staff and/or Team's failure to secure any required documentation needed to participate in a competition of the Trackmania World Tour in compliance with applicable law. Teams are responsible for providing to the Tournament Organizer operating a competition of the Trackmania World Tour with supporting document substantiating the compliance of their Players and Team Staff with Section 3.2.2, 3.2.3 and 3.2.4 at the beginning of each Season and no later than seven days prior to the Team's first official match of a Season in the Trackmania World Tour or during the Season whenever a new Player is acquired.

### **3.2.3 Age**

Each Player and Team Staff must be 16 years old or older, as stated on their official government issued documentations, at the time of their first match in the Trackmania World Tour in order to be eligible to participate.

Players between 16 years and the age of their majority in their country of residence shall have the Parental Authorization set forth in Annex B to NADEO/UBISOFT fully executed by their parents and/or legal guardian and provided to NADEO/UBISOFT upon request.

### **3.2.4 Residence**

Any Player competing in the Trackmania World Tour must reside in the Region such Player competes in (NCSA, EU, MEA or APAC). Additionally, NADEO/UBISOFT may add extra residency requirements in their Specific Rules for the Teams participating in their Regional Tournaments.

A Team Coach (as defined in Section 4.1 below) is allowed to perform his role from a different Region its Roster competes in for online competitions but must be physically present to perform its role for any competition taking place in an offline environment.

### **3.2.5 UBISOFT account in good standing**

In order to be eligible to participate in the Trackmania World Tour and throughout the entire duration of the Trackmania World Tour, Players and Team Staff may not own or use a UBISOFT account that is not in good standing. The notion of "Good standing" is construed in application of the Trackmania code of conduct and UBISOFT Terms of Use and such standing may be verified by UBISOFT from time to time.

Any sanction emitted by NADEO/UBISOFT on the UBISOFT account of a Player or Team Staff may translate into Sanction(s) in the Trackmania World Tour. Additionally, should any Player or Team Staff own or use another account that is not in good standing, any sanction to such account may translate into Sanction(s) in the Trackmania World Tour as well.

### **3.2.6 No competition suspension**

A Player and/or Team Staff may not participate or be involved in any competition of the Trackmania World Tour if such Player and/or Team Staff is subject to a competitive suspension issued by NADEO/UBISOFT or the Tournament Organizer of said competition, preventing such Player and/or Team Staff from participating in a competition of the Trackmania World Tour.

## **4. Team Composition & Transfers**

### **4.1 Players' roles & Roster Definition**

	<b>Definition</b>
License Holder	The License Holder is the person appointed by the Team to exercise the prerogatives attached to the License mentioned in the conditions set forth in <b>section 3.1</b> .
Players	The term "Players" refers to all players (Starters or Substitute) part of the Roster of a Team (collectively the "Players").
Roster	The Term "Roster" refers to a group of 2 to 3 Players (2 Starters and up to 1 Substitute) registered to compete in a competition of the Trackmania World Tour.
Starter	A "Starter" is a Player of a Team's Roster. Any Roster must have 2 Starters to be validly registered to compete in any given competition. As a general rule, the 2 Starters of a Roster shall be the ones playing in Trackmania World Tour matches.
Substitute	A "Substitute" is a Player of a Team's roster. Any Team may register up to 1 Substitute per Roster (see section 4.3). A Substitute can replace one of the Team's Starters in a match as outlined in <b>Section 5.3.1</b> .
Support Staff	The term "Support Staff" shall mean any person employed or contracted by the Team whose role is to directly or indirectly assist the Players through their participation in the Trackmania World Tour. Team Support Staff may for example be an analyst, psychologist, physical trainer, social media manager, content creator, nutritionist, etc.

Team Coach	The term "Team Coach" shall refer to the person responsible, in the Team, for assisting Players in their in-game preparation for competition, as well as supporting them during their participation in official matches of the Trackmania World Tour.
Team Manager	The term "Team Manager" shall refer to the person responsible, in the Team, for assisting Players in the administration and logistics of their participation in the Trackmania World Tour. They are usually the most appropriate person to be appointed as team Point of Contact instead of the License Holder himself.
Team Staff	The term "Team Staff" shall refer collectively to the Team Coach(es), Team Manager and Support Staff.

#### **4.2 Minimum Team composition**

Each Team shall have the following Team composition at all times during the Season in order to remain eligible to participate in the Trackmania World Tour (roles can be cumulated unless specified otherwise):

- One License Holder; and
- Two Players; and
- One Team Manager who may serve as Point of Contact with the Tournament Organizer(s) and NADEO/UBISOFT for logistics and league operations purposes; and
- One Coach per Roster, supporting the Players during official matches. The status of Coach for a Roster gives the Coach the right to request to substitute one of the Starters with a Substitute of the Roster in an official match. In the event a Starter, due to exceptional circumstances, is not able to play an official match, with no Substitute for the Roster available for replacement, the Roster's Coach may request the ability to step-in temporarily as a substitute Player himself. A Coach may only step-in with the Tournament Organizer's approval and will not be allowed to step-in in case of non-compliance with all the eligibility conditions set forth in **Section 3.2**.

Having one Team Manager and one Coach per Roster is mandatory for any Team participating in Global Leagues and remains optional for the rest.

#### **4.3. Additional Team composition**

A Team may have the following additional Team Players and/or Team Staff:

- A Team may register up to one Substitute per Roster. A Substitute cannot be registered in the Roster of another Team that is competing in the Trackmania World Tour.
- Any number of additional "Support Staff" as the Team sees fit.

#### **4.4 Insufficient number of Players and Stand-in Player**

If a Team is not able to have two Players participating in a particular match of the Trackmania World Tour, including through calling Substitute, or with its Coach stepping-in, the Team can exceptionally request to play with a Stand-In Player. A "Stand-In Player" is a person exceptionally authorized to compete in the Roster of a Team they are not registered in, for a limited period of time (a "**Stand-In Player**") and for the sole purpose of avoiding the Team being disqualified for breach of the Team composition requirements set forth in Section 4.2. Authorization for a Team to compete with a Stand-In Player is always subject to NADEO/UBISOFT and to the Tournament Organizer's approval and is subject to the following limitations:

- Stand-In Players must meet all eligibility requirements presented in Section 3.2. Exception can be made to the Residence eligibility rule Section 3.2.4) only for offline

competitions, and subject to NADEO/UBISOFT and the Tournament Organizer's approval in each instance.

- A Stand-In Player cannot have been registered with another Team that has competed, in the last two Stages, against the Team they are standing-in for. This applies across all competitions of the Trackmania World Tour.
- A Stand-In Player cannot be registered in the Roster of another Team that is competing in the same competition he is asked to stand-in for.

#### **4.5 Player and/or Coach transfers and Roster lock**

##### **4.5.1 Transfer Rules**

Any transfer of a Player and/or Team Coach from one Team to another Team of the Trackmania World Tour, or any addition of a Free Agent Player, is considered a Player or Coach transfer. A "Free Agent Player" is an individual who is not registered in a Team competing in the Trackmania World Tour, whether in Regional Tournaments or Global Leagues ("Free Agent Player"). At the beginning of each Stage, Teams shall provide any documentation set forth in Section 3.2 for all new Players and/or Coach in their Roster (i.e., Players and/or Coach that weren't already part of said Team during the previous Stage) to the applicable Tournament Organizer.

All Teams competing in the Trackmania World Tour can only execute transfers during the pre-established transfer windows set forth in **Section 4.5.3** and subject to the limitations set forth in the **Section 4.5.4**. Any period outside of these transfer windows is considered a period of roster lock for those Teams, where no change to their Rosters is permitted.

For any transfer between 2 Teams competing respectively in Regional Tournaments and Global Leagues: It is of both Teams' responsibility to make sure the transferred Player or Coach is available for transfer during the Transfer Window applicable to the acquiring Team.

As a reminder, while competitions are ongoing, Teams must maintain a Roster of at least 2 players to remain eligible to compete in any ongoing competition they are registered for.

##### **4.5.2 Transfer Process**

Only License Holders are allowed to get in touch with other License holders in order to discuss and/or initiate transfer of Player(s) and/or Team Coach. License Holders are not authorized to reach out or contact any Players or Team Staff from another Team for the purpose of a Player transfer.

A License Holder may delegate this right to discuss transfers by appointing one of his Team Staff as its representative for the transfer discussion and negotiation purposes on his or her behalf. Appointment of said Team Staff shall immediately be notified to NADEO/UBISOFT's Esports Manager and Tournament Organizer officials for the competition the Team competes in.

##### **4.5.3 Transfer Windows**

Transfer windows are timeframes during which License Holders may execute the transfer of a Player and/or Coach from one Team to another (the "Transfer Windows"). For sake of clarity, a License Holder may initiate a discussion and negotiation with another License Holder regarding an upcoming Transfer of Player outside of the Transfer Window, but the execution of such Transfer may only occur during a Transfer Window.

The Transfer Windows for Season 2023 is as follows:

Season 2022	Dates	Type
<b>Mid-Season Transfer Window</b>	From March 27 <sup>th</sup> , 2023, 9 AM CET until April 12 <sup>th</sup> , 2023, 9 AM CEST	Mid-Season Transfer Window
<b>Off-Season Transfer Window</b>	From November 27 <sup>th</sup> , 2023, 9 AM CEST until December 18 <sup>th</sup> , 2023, 9 AM CEST	Off-Season Transfer Window

#### **4.5.4 Transfer Limitations**

##### **4.5.4.1 Mid-Season Transfers**

All Transfer Windows, except the last one of each Season (starting in November after the end of the World Championship for that Season) are considered "Mid-Season Transfer Windows".

During a mid-Season Transfer Window, Teams can bring a maximum of one new Player and one Coach in their Roster.

In the specific case of a Global League Player replacement during the Mid-Season Transfer Window, NADEO/UBISOFT may at its reasonable discretion credit with Global Points the Team acquiring a Player that departing a Global League Team following a Player transfer, provided that such acquiring team is a non-Global League Team. In such case, the number of Global Points credited will be assessed by NADEO/UBISOFT on a case-by-case basis based upon that Player's performance during Stage 1 of the Trackmania World Tour.

##### **4.5.4.2 Off-Season Transfers**

The last Transfer Window of each Season – starting in November after the end of the World Championship – is called the "Off-Season Transfer Window".

During an Off-Season Transfer Window, Teams can change the Coach and/or as many Players as they want from their Roster.

##### **4.5.4.3 Roster Registration and Global Contract Database**

At the start of the Season and/or of any given Stage, each Team must provide to the Tournament Organizer(s) a list of information regarding its official Roster for the upcoming Stage of competition, as part of a Roster Registration process.

- For Players and Coach: legal first name, legal family name, UBISOFT ID, Trackmania UID, role (Player or Coach), country of residence, birthdate, and contract end date.
- For License Holders: legal first name, legal family name, email address.

Once that information is provided and registered by the Tournament Organizer, the Roster of the Team is considered "Locked" until the next Transfer Window meaning that no changes of Players or Coach can be made before the next Transfer Window.

To facilitate Player and/or Coach transfers during Transfer Windows, to avoid poaching and encourage best practices across all Teams, the Team Data regarding Players and/or Coach availability during a Transfer Windows will be made available to License Holders within a Global Contract database managed by NADEO/UBISOFT.

If a License Holder appoints a Point of Contact to manage Player and/or Coach transfers on its behalf, access to the Global Contract Database will be granted to the appointed Team Staff. Any change of Point of Contact shall be limited in time and notified to NADEO/UBISOFT, being understood that any access granted will terminate once the duration of the appointment expires.

The communication to NADEO/UBISOFT of the aforementioned Team Data regarding Players' and or Coach's availability for a transfer and License Holder contract details constitute a legitimate interest for the protection of the integrity of the Trackmania World Tour and a material condition for the Team's participation in the Trackmania World Tour. Any change in such Team Data shall be notified to NADEO/UBISOFT whenever a change occurs. Team Data for a given Player, Coach or License Holder contained in the Global Contract Database will be deleted from the Global Contract Database once said Player, Coach or License Holder leaves the Trackmania World Tour.

More information regarding the way NADEO/UBISOFT processes Team Data (including Personal Data), to enable Players' Transfers during the Transfer window, is provided in **Section 8.3** of the Rulebook titled "Privacy".

## **5. Trackmania competitions operation and administration**

### **5.1 Game Rules**

Trackmania is a 2vs2 arcade racing game where two teams compete on various tracks and across multiple rounds. All competitions of the Trackmania World Tour are played on PC but may be played on console.

#### **5.1.1 Match format**

A Match of Trackmania can be played as a best of 1, best of 3, best of 5 or best of 7 tracks depending on the Specific Rules of the Trackmania World Tour competition it is part of.

#### **5.1.2 Match settings**

**The following match settings** be applied consistently across all competitions of the Trackmania World Tour:

Game mode	TMWTTeams
Map Points Limit	10
Match Points Limit	1 (BO1); 2 (BO3); 3 (BO5); 4 (BO7)
Finish Timeout	15
WarmUpNb	1
WarmUp Duration	20
WarmUp Timeout	-1
Respawn Behavior	5

#### **5.1.3 Tracks**

The official track pool for competitive play in the Trackmania World Tour is constituted of 10 new tracks for each Stage. The World Championship will also be played on 10 brand new tracks.

**Stage 1:** Gyroscope, Flip of Faith, Agility Dash, Parkour, Slowdown, Aeropipes, Freestyle, Reps, SlippySlides, Back'N'Forth.

**P/R Stage 1:** Reps, SlippySlides, Back'N'Forth, Slowdown, Freestyle, Gyroscope [E], Flip of Faith [E], Agility Dash [E], Parkour [E], Aeropipes [E]

#### 5.1.4 Pick & Ban

A match of Trackmania begins with a track pick and ban sequence where both teams alternate banning and selecting tracks of the official track pool in a predefined order that varies depending on the match format; in order to determine which map is (are) played throughout the match. The following table presents the sequence of picks and bans prior to a match between team "A" and team "B", for each match format:

The team with the highest seed in the competition will be represented by team "A", if there are no clear seeds established in the competition, a coin-toss shall be organized to determine which team is "A" and "B".

##### **Seeding rule in Grand/Challenger League:**

- (1) W/L ratio.
- (2) Most previous major tournament placement (Stage playoffs, World Championships).
- (3) Map ratio.

<b>Pick &amp; Ban</b>	
<b>BO1</b>	A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – Decider
<b>BO3</b>	B Ban – A Ban – A Pick – B Pick – A Ban – B Ban – A Ban – B Ban – A Ban – Decider
<b>BO5</b>	B Ban – A Ban – A Pick – B Pick – A Pick – B Pick – B Ban – A Ban – Randomized
<b>BO7</b>	B Ban – A Ban – A Pick – B Pick – A Pick – B Pick – A Pick – B Pick – Randomized

#### 5.1.5 Skins

During Trackmania World Tour competitions' official matches, players can only use their team official skin. If a team has no official skin, players shall use their national default skin. An exception is made for Regional Competitions where players will be allowed to use custom skins.

NADEO/UBISOFT reserve the right to update the list of prohibited skins at any point during the Season and will inform teams of any such update through the relevant tournament organizer.

### 5.2 Good sportsmanship Rules

Additionally, to all rules and mechanics established in the game Trackmania and set forth in these Rules, competitive play in the Trackmania World Tour is subject to the following good sportsmanship rules, which NADEO/UBISOFT may penalize as set forth in Section 6 in case of breach:

- Players must join the match server at least 15 minutes before the start of their match. If a team fails to have at least two players on the match server up to five minutes after the supposed start time, the opposing team will be granted a free win.
- If the game server crashes, the match will be replayed from the exact situation before the server crash. If a player experiences a game crash or is disconnected from a round, a break of 2 minutes will be started, after those 2 minutes, the match will resume no matter the match situation.
- If a player does not start a round or disconnects in the first 5 seconds of a round, the match is paused with a 2-minute countdown. Per match, a player is allowed to have only two pauses of 2 minutes each.
- Any use of a shortcut or a different way, other than the one suggested by the track's author

will result in a disqualification or a round penalty depending on the gravity. Official replays will be available on the Trackmania Grand League website. Every identity must be driven the way it is designed, identities respawn, or safe routes can only be used when a player doesn't have the capacity to pass it or has respawned. Any wall bang that has been proven to allow a player to gain time on a round (intended or not will result in the disqualification of that same player during that round/DNF).

- Players are not allowed to leave any match of the Trackmania World Tour without a valid justification.
- Cheating in the Trackmania World Tour will be heavily penalized. Cheating is defined as any in game or out of game technique that would provide an unfair advantage to a player. This includes but is not limited to the use of third-party software, any form of tampering with the Trackmania's code or servers, any gathering of information obtains from watching the match's broadcast while playing it (stream sniping), etc.
- Any occurrence of match-fixing defined as the action of pre-determining, tampering, or attempting to influence the outcome of a match, or events within the match, whether through bribery, threats, match throwing, or any other manner, in exchange of a benefit (financial or otherwise).
- Players are expected to put forth their best effort in all races and to compete at the best of their ability. Players may not intentionally forfeit a game or conspire to manipulate rankings or brackets (including in order to obtain a lower seed or rank, losing to dodge an opponent in a competition bracket, etc.). Overall, the intention behind forbidding match throwing is to provide a consistent minimum level of competitiveness and entertainment throughout the Trackmania World Tour
- All participants of the Trackmania World Tour are expected to behave in an appropriate and respectful manner towards other participants, spectators, and the admins, and avoid any conduct which interrupts or disrupt the general flow of the tournament. Players and Team representatives must always act professionally and may not curse, taunt, or use vulgar or inappropriate language. Players and Team representatives are expected to treat all members of Trackmania World Tour staff, and sponsors, with respect.
- Players and Team representatives may not verbally abuse a Tournament official. Verbal abuse of a Tournament official includes, but is not limited to, the use of vulgar language directed at a Tournament official, the use of insulting words directed at a Tournament official, and excessive arguments with a Tournament official that results in the delay of a match.
- More generally, the following behavior will not be tolerated and may be penalized by NADEO/UBISOFT:
  - Any actions or statement which may be found offensive and related to gender identity and expression, sexual orientation, disability or mental illness, ethnicity, nationality, skin color, religion, age, physical appearance, social original, politic or other opinions, etc.
  - Any language or content deemed illegal, dangerous or threatening,
  - Illegal possession, use, or distribution of alcohol or drugs, steroids or other performance enhancing substances during the tournament.
  - Lack of respect and provocation, including verbal insults or insulting gesture or defamation.
  - Impersonation of any Team players, managers, admins or NADEO/UBISOFT employees.
  - Theft related crimes such as burglary, robbery or larceny.
  - Deliberate intimidation, actual or threatened physical violence against another person.

- Stalking, harassment, inappropriate physical content, unsolicited sexual attention.
- Etc.

### 5.3 Competition Rules

Each competition of the Trackmania World Tour may be operated by different Tournament Organizers, or by NADEO/UBISOFT itself for certain part of the Trackmania World Tour. Depending on the location, duration and format of the competition, rules pertaining to the organization of the Trackmania World Tour competition may vary. The Tournament Organizer is responsible for the establishment of guidelines and rules on the topics identified in this section, and must make such rules and guidelines available to Teams before the start of the competition they oversee:

Tournament Organizer's responsibility	
<b>Administrative Staff Role</b>	Identification and communication to the Teams of all Tournament Organizer Administrative Staff role in order to facilitate organizational and logistical communications.
<b>Equipment</b>	<p>Listing and communication of all Players' equipment required to compete in offline events and competitions of the Trackmania World Tour, with an indication each time on the equipment provided by the Tournament Organizer and the equipment that Players shall bring themselves to participate.</p> <p>The Tournament Organizer shall also establish and indicate in advance any limitation regarding the access of the Players to their equipment throughout their participation in the Trackmania World Tour.</p> <p>All Tournament Organizers in charge of offline events must establish and maintain a submission and validation process for all Player's equipment used in the Trackmania World Tour competition.</p>
<b>Third party program usage</b>	<p>For offline play, establishment of a submission and validation process for any drivers or third-party program necessary for the use of the equipment brought by Players. Tournament Organizers will be responsible for supervising the installation and usage of those programs or drivers.</p> <p>Tournament Organizers may require or allow usage of a specific third-party program for the management of their Trackmania World Tour Competition. In such case, the Tournament Organizer will be fully responsible for any processing related to this third program and if necessary, inform the Players regarding any processing of personal information operated through that mean, in compliance with the applicable data protection law.</p>
<b>Cheat Equipment tampering</b>	Equipment tampering, usage of unauthorized third-party programs affecting gameplay or macros is strictly forbidden and will be considered cheating. Tournament Organizers will be responsible for the establishment and enforcement of verification processes to prevent the use of cheats in any kind of form within the Trackmania World Tour, both for offline and online competition of the Trackmania World Tour.
<b>Offline event accesses for all parties involved</b>	Tournament Organizers will provide guidelines (including but not limited to schedule, floor map, etc.) regarding accesses to all different areas of the venue they operate for offline competitions of the Trackmania World Tour, as well as require the use of credentials and any security procedures which will be have to be complied by the Players and Team Staff at all times.
<b>Competition format</b>	As indicated in <b>Section 5.1.1</b> , Match format will be defined by the Tournament Organizer in the Specific Rules and made available to the Teams prior to the start of any Trackmania World Tour competition that the Tournament Organizer operates.

<b>Competition registration</b>	Tournament Organizers will require Players and Team Staff to go through a registration process in order to participate in their Trackmania Competition and Players shall provide any documentation required by the Tournament Organizer throughout this registration process, in particular any document indicated in <b>Section 3.2</b> , in order to be authorized to participate in said competition.
<b>Match &amp; Competition process</b>	Tournament Organizers will determine in their Specific Rules the procedure that Teams will have to follow throughout each step (map bans, match, post-match ...) of the Trackmania competition that they operate as well as any obligations Teams might have to follow throughout these steps.
<b>Notification and escalation process</b>	Tournament Organizers will clearly inform the Players and Teams participating in the Trackmania World Tour competition they operate about the notification and escalation process in place in case of any issue occurring during a competitive match of the Trackmania World Tour (for e.g., to notify a bug exploit, a suspicion of cheating, a technical issue, etc.).

### 5.3.1 Player Substitution

A Team may request that the Substitute Player of its Roster replaces one of the registered Starter Players of said Roster for a given match of the Trackmania World Tour.

To request a substitution, the Coach or Manager of the Team must notify the tournament administrator at least 15 minutes ahead of the game. The notification must mention the name(s) of the Starter Player that will be substituted out and the name of the Substitute Player that will be substituted in.

Following acknowledgement of the substitutions, the tournament administrator will then notify each Team of the Player Substitutions operated. The tournament administrator will notify each team of the Player Substitution at the same time, and once such notification is delivered, both Team will not be allowed to request an additional Player Substitution for the match.

## 6. Sanction(s) & Penalties

### 6.1 Definition & Scope of Punishment

Infringement of any of the rules, requirements and obligations presented in the Rulebook, Specific Rules, Code of Conduct, Trackmania Code of Conduct and UBISOFT Terms of Use, and in particular the Good Sportsmanship rules set forth in Section 5.2, may trigger competitive Sanction(s) and penalties. These Sanction(s) and penalties may be in addition to any other sanctions and penalties which may be applied to the UBISOFT account of the Player.

Scope of punishment may vary, as illustrated in the table below, and may include, but is not limited to, fines, temporary and definitive suspension period(s) for a Team, Player or Team Staff member, round loss, map or match forfeits etc...

<b>Description</b>	
<b>Competitive warning</b>	Lowest form punishment, a simple warning given to the Player or Team.
<b>Competitive suspensions and ban</b>	A Player or Team can be temporarily barred from competing in any Trackmania World Tour competition or in exceptional cases, if the gravity of the infraction justifies it, banned from the Trackmania World Tour permanently. The Penalty Index provides the possible range of suspension for the different types of infractions, whose list shall not be considered exhaustive. In addition, a Player or Team may be temporarily barred from competing in any Trackmania World Tour competition while NADEO/UBISOFT and/or the Tournament Organizer conduct an investigation, including through a third-party investigator if deemed necessary by NADEO/UBISOFT, in case of reports of Misbehavior Incidents (as defined in

	Section 6.3 below).
<b>Fines</b>	Certain infractions perpetrated by a Team and/or one of its Players or Team Staff may be penalized under the Penalty Index with monetary fines. In such event, the fine will be applied as a deduction of the prize money earned by the applicable Team and withdrawn from any payment due to the applicable Team if constituting a prize money. The amount so deduced will be redistributed as prize money amongst the other Teams participating into the same Trackmania World Tour competition as the Team impacted by this fine.
<b>Global Points withdrawal</b>	Infractions committed in the context of global competitions may trigger the withdrawal of a percentage of a Team's points in the Global Point System. Such withdrawal will be effective after all points have been distributed for the Stage in which the infraction was committed.
<b>Competitive penalties</b>	Certain infractions perpetrated by a Team and/or one of its Players' may be penalized by a round loss, map loss or match forfeit depending on the severity of the infraction, as illustrated in the Penalty Index.

NADEO/UBISOFT reserve the right to proceed with any other penalty method in relation to the infraction and NADEO/UBISOFT reserve the right to issue sanction(s) going beyond the maximum Sanction(s) indicated in the Penalty Index if justified by the severity of the infraction. All aforementioned infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.

## 6.2 Notification and enforcement

Whether it is NADEO/UBISOFT or the Tournament Organizer who defines Sanction(s) for a Team or Player, the Sanction(s) will depend on the type of infraction, as defined in the Penalty Index:

- Sanction(s) for infractions of category 1 will be issued and notified by Tournament Organizer officials to the Team's Point of Contact
- Sanction(s) for infractions of category 2 may be discussed between the Tournament Organizer and UBISOFT and the Sanction(s) will be notified by NADEO/UBISOFT's Regional Esports Manager to the Team's Point of Contact. NADEO/UBISOFT may issue preliminary conservative measures (including Player and/or Team temporary suspension for the duration of the investigation) in case of reports of severe infractions of category 2.

Regardless of the category of the infraction, NADEO/UBISOFT will be notified by the Tournament Organizer for all infractions occurring in the Trackmania World Tour. Unless requested otherwise by NADEO/UBISOFT or the Tournament Organizer, all communication related to an infraction will take place between the Team's Point of Contact and NADEO/UBISOFT and/or the Tournament Organizer's administrative staff.

## 6.3 Additional Protective & Supportive measures

### 6.3.1 Definition

Supportive and protective measures are support services and other forms of assistance available to any person who may be affected by a discrimination and/or harassment, relationship violence, or sexual misconduct ("**Incidents of Misbehavior**"). Supportive and protective measures that are

reasonable and appropriate will be considered, provided that they do not unreasonably burden another party.

### **6.3.2 Process**

Upon receipt of a report of Incidents of Misbehavior, NADEO/UBISOFT will provide reasonable and appropriate protective and supportive measures during the time of the investigation, designed to:

- preserve the individuals affected by the Incidents of Misbehavior; and
- address safety concerns for any person affected by such Incidents of Misbehavior; and ensure that the integrity of the investigative and/or resolution process is maintained.

This includes NADEO/UBISOFT's assistance in making contact with law enforcement authorities and other external resources to seek protective orders. In such case NADEO/UBISOFT will respect and assist in the implementation of protective orders to the extent practicable and provided that the person affected by the Incidents of Misbehavior issues a request for assistance to NADEO/UBISOFT.

## **7. Prize payment**

### **7.1 Recipient and release**

All prize money will be paid within 30 to 90 days after the end of the Trackmania Competition where such prize money has been won. In most cases, the prize money will be paid by the Tournament Organizer in charge of the Trackmania World Tour competition it operates, and the Tournament Organizer will communicate to the License Holder of each Team the applicable process and information required to operate the payment of the prize pool. Vendor forms and other documents may be needed to be completed in full by the winning entity in order to process payment. Incomplete forms may trigger additional payment delays as payment of the prize money is dependent on the Team capability and obligation to provide a proper payment reception method, a valid invoice, and information requested (e.g., Fiscal ID, Fiscal ID Type, place of registration, legal entity name appearing on income tax return), as well as the issuing bank payment capabilities. Each Team acknowledges and agrees NADEO/UBISOFT may be obliged to withhold Prize Pool payment in order to comply with a potential international sanction which may occur during a Season of Trackmania World Cup and that would be applicable at the time of the scheduled payment. In such case, NADEO/UBISOFT may resume the processing of the payment of the Prize Pool once such international sanction is officially lifted.

### **7.2 Withholding Taxes**

Prize's payment may be subject to applicable federal, state and local income tax or withholding tax and it is the responsibility of the Team eligible to such payment to seek assistance of a local tax advisor to determine which taxes may apply to the receipt of a prize and ensure that any applicable taxes are reported and paid to the appropriate authority.

## **8. Miscellaneous**

### **8.1 Reserved Rights**

#### **8.1.1 Exclusive Rights**

NADEO/UBISOFT is the exclusive owner of the intellectual property and trademarks of the game Trackmania and of any element derived therefrom, including any and all exploitation rights of the Trackmania World Tour and any tournament thereof. These exploitations rights include the non-exhaustive exclusive rights to:

- **use the game Trackmania** for the operation of a competition part of the Trackmania World Tour.

- **use the trademark Trackmania World Tour** in connection with a competition part of the Trackmania World Tour.
- **grant to third party the exploitation rights with regards to audiovisual content** produced in any competition part of the Trackmania World Tour.
- **secure sponsorships and grant merchandising rights** in connection with the Trackmania World Tour or any competition thereof.
- **consent to gambling or betting operations** on any element of a competition part of the Trackmania World Tour. For sake of clarity, NADEO/UBISOFT may decide at its sole discretion whether or not to grant access to its official league data for the purpose of allowing wagering on the outcome of any Trackmania World Tour matches. NADEO/UBISOFT expressly reserve any such rights, including without limitation any access to such data from NADEO/UBISOFT private or public API gathering in-game statistics of Players and Team partaking in the Trackmania World Tour.

### **8.1.2 Tournament Organizer License**

Each Tournament Organizer is mandated and instructed by NADEO/UBISOFT for the organization of a competition in the Trackmania World Tour and has obtained from NADEO/UBISOFT a license to exploit or exercise any of the rights mentioned above.

### **8.1.3 Trackmania World Tour livestreaming policy**

NADEO/UBISOFT is the sole owner of the broadcasting right of any competition of the Trackmania World Tour, including online and offline stage of any competition of the Trackmania World Tour, and may decide at its sole discretion to license these rights to a Tournament Organizer or to any third-party broadcaster. Any person interested in obtaining a license from UBISOFT to broadcast any Trackmania World Tour competition shall reach out to the NADEO/UBISOFT Esports manager in their Region in order to secure a license to do so.

NADEO/UBISOFT may decide to include a particular competition of the Trackmania World Tour in the scope of the Watch Party program. In such case, UBISOFT will let the community know by communicating this decision through a public blogpost or a post from its social media channels. Participation in the Watch Party Program will always be subject to (a) NADEO/UBISOFT approval of the application of the Watch Party organizer and (b) the signature of the terms and conditions for the Watch party Program provided by NADEO/UBISOFT.

## **8.2 Confidentiality**

Any communication or discussion privately held and related to any confidential in nature components of the Trackmania World Tour or any competition thereof, made either through written instruments or verbal communication, made between NADEO/UBISOFT and/or the Tournament Organizer and/or any Team and/or Players and/or Team Staff shall be deemed strictly confidential and cannot be disclosed publicly without the prior written approval of NADEO/UBISOFT.

In addition, Players and Team Staff attending in person a competition part of the Trackmania World Tour may be exposed to content that has not yet been officially revealed by UBISOFT to the public and which may be considered as confidential information (as for e.g., scenography, run of show, main stage design, content of a season or esports panel, and more generally any content or element of the competition that has not yet been disclosed by NADEO/UBISOFT to the general public). Any disclosure of such content by any means by a Team Staff and/or any Player, even accidentally, may constitute a breach of confidentiality likely to cause NADEO/UBISOFT a material harm and expose the person involved to Sanction(s), in addition to any other remedy

that NADEO/UBISOFT may have at law or otherwise".

### 8.3 Privacy

Management of Player's and/or Team Staff member's Personal Data by NADEO/UBISOFT, when such Personal Data is transferred to NADEO/UBISOFT by a Tournament Organizer mandated by NADEO/UBISOFT (Thus, when NADEO/UBISOFT is not itself Tournament Organizer).

NADEO/UBISOFT or the Tournament Organizer mandated by NADEO/UBISOFT collects and processes Player's and/or Team Staff's personal data regarding their participation in the Trackmania World Tour ("Personal Data") to administrate and operate the Trackmania World Tour and provide Players and Team Staff with the best possible experience, and specifically:

Personal Data collected	Purpose of processing
<b>Identification information</b> including full name, birthdate, contact details, home address, nationality, social media, UBISOFT ID, username, and nickname, Team information (including team name, abbreviation, registration name, logo, social media page, Player's role in the Team), Team manager information.	<ul style="list-style-type: none"><li>Registration to and administration of the Trackmania World Tour;</li><li>Roster Registration and maintenance of the Global Contract Database as described in <b>Section 4.5.4.4</b> hereabove;</li><li>Reservation of flights, travel arrangements, and accommodation (if applicable);</li><li>Ensuring effective and ongoing communication with Players and Team Staff.</li></ul>
<b>Game data</b> , including game statistics.	<ul style="list-style-type: none"><li>Game analyses and statistics;</li><li>Audience engagement.</li></ul> <p><b>Please note: NADEO/UBISOFT may make publicly viewable Player's game data and may share such data with third parties through APIs.</b></p>
<b>Video and media recording</b> , including recording of their voice, image, appearance, and screen.	<ul style="list-style-type: none"><li>Broadcast and live streaming on TV channels and social media platforms and networks;</li><li>Drive audience engagement and public interest for the Trackmania World Tour and esports events and tournaments in general;</li><li>Document the history of the Trackmania World Tour and esports; tournaments and events.</li></ul>
<b>Sanction(s) and offenses data</b> , offenses committed, as well as any sanctions, penalties, or disciplinary measures (past or current) taken against them in compliance with the Rules (including the time, date, and duration of such measures).	<ul style="list-style-type: none"><li>Ensure Players and Team Staff compliance with the Rulebook and UBISOFT Terms of Use;</li><li>Maintain and monitor the register of sanctions and penal- ties;</li><li>Report any breach of the Rules and associated Sanction(s).</li></ul>
<b>Key contractual information</b> regarding Player's and Coach's availability for a transfer and any other relevant information, in accordance with the trans- fer rules set forth in this Rulebook (see <b>Section 4.5</b> )	<ul style="list-style-type: none"><li>Ensure compliance with the transfer rules set forth in this Rulebook (see <b>Section 4.5</b>) through NADEO/UBISOFT's Global Players Contract Database.</li><li>Monitor, document, and operate transfers in compliance with the transfer rules.</li></ul>
<b>COVID-related information</b> , which may include information regarding the Player or Team Staff COVID vaccination status, COVID symptoms, and COVID test results.	<ul style="list-style-type: none"><li>Ensuring the physical security and health of the Players and Team Staff.</li></ul> <p><b>Please note: this Personal Data will only be collected from Players and Team Staff who attend a tournament or event in person and will be permanently deleted within a month after the end of the tournament or event.</b></p>

Players and/or Team Staff acknowledge that the Tournament Organizer may share this Personal Data with UBISOFT International, 2 avenue Pasteur – 94160 Saint-Mandé, FRANCE and NADEO SAS, 31-33 Rue Falguière, Paris, Ile-de-France, 75015, France.

The legal basis for the processing of Player's and Team Staff member's Personal Data is the performance of the contract they have entered with NADEO/UBISOFT by accepting the Rulebook.

Without prejudice to any right granted under Section 8.4.1, Player's and/or Team Staff member's Personal Data will be stored for as long as necessary for completion of the purpose of collection, and in any case, for no longer than five (5) years after the end of their participation in the Trackmania World Tour. Some Personal Data, including videos and media recordings, may be archived and retained for a longer duration in accordance with their purpose of collection. Player's and/or Team Staff member's Personal Data may be transferred to non-European countries that ensure an adequate level of protection according to the EU Commission, within the Privacy Shield framework, or within the framework of the standard data protection clauses adopted by the EU Commission.

Players and/or Team Staff can exercise their rights to access, rectify or erase their Personal Data, object to or restrict the processing of their Personal Data, and receive their information in portable form by contacting UBISOFT's Data Protection Officer at the following address: (<https://support.UBISOFT.com/fr-FR/Article/000063467>). After contacting NADEO/UBISOFT, if a Player and/or Team Staff is not satisfied with the way their request was handled, they may also lodge a complaint with the national supervisory authority of their country. This Privacy section completes and must be read jointly with the [UBISOFT global Privacy Policy](#), which applies to Players and Team Staff to the extent they use or interact with UBISOFT games, applications, websites and online services. [UBISOFT global Privacy Policy](#) provides a comprehensive description of UBISOFT data collection and data processing operations as well as available privacy rights.

## **8.4 Teams and Players Name, likeness and logo**

### **8.4.1 Teams and Players Name & Likeness**

By accepting these Rules and in consideration of the exposure obtained through their participation in the Trackmania World Tour, and any other consideration otherwise provided by UBISOFT, Players and/or Team Staff authorize and grant to NADEO/UBISOFT and to any company part of the same economic group, the royalty free, fully paid-up, worldwide right and license (with the right to grant sublicenses), for a period of time of fifty (50) years starting from the date of acceptance of these Rules, to use their image, voice and likeness ("Image") captured or fixed, by any means by UBISOFT or by any production and broadcast Staff contracted by UBISOFT throughout the Trackmania World Tour and/or as part of any match, games or any promotional activity or event associated with the Trackmania World Tour to which Players and/or Team Staff Members have appeared, attended, played or participated ("Records").

### **8.4.2 Teams Logos**

As a material condition for its participation into the Trackmania World Tour, each Team grants NADEO/UBISOFT and/or its affiliates a worldwide, non-exclusive, free, irrevocable, for the maximum time permitted under applicable intellectual property law, right and license (including the right to grant sublicenses) to use the Team's name and/or trade name or mark used by the Team, as well as any texts, moto, visuals, symbols or any other elements whether protected by intellectual property or not, used to make reference or designate the Team (the "Team Elements") in the Records. The Team Elements shall be communicated by the Team to

NADEO/UBISOFT either during the registration process or at NADEO/UBISOFT's request during the Trackmania World Tour and exploited by NADEO/UBISOFT in the conditions set forth below.

#### **8.4.3 Scope of the License**

The Team Logos and Players' Image may be used, transmitted, distributed, broadcasted, displayed, modified, adapted (including dubbing and captioning) or otherwise exploited by NADEO/UBISOFT, its affiliates and/or any third party authorized by NADEO/UBISOFT and/or its affiliates, in whole or in part, through any medium, support or process currently in existence or that may be created in the future, in the entire world and for any purpose, institutional or commercial (including through sale of media rights of the Records, advertisement, sponsorship, and any other type of commercial exploitation), in connection with the Trackmania World Tour and any associated promotional activities. For sake of clarity, these rights shall include the following:

- (i) Making available digital or wireless distribution of the Records over the Internet, either by download or streaming, webcast or otherwise through online distribution, including video on demand (VOD) systems; and
- (ii) Broadcasting by any means the Records, including through any form or method of transmission by radio and television; and
- (iii) Marketing, sale of media rights of the Records, advertising, obtention of sponsorship and promotional events in connection with the Trackmania World Tour and other events related thereto; and
- (iv) Inclusion on social media sites and posts (for example Facebook, Twitter, and YouTube) and editorial content of the Trackmania World Tour and related promotional events; and
- (v) Incorporation to or association with any promotional or editorial content of NADEO/UBISOFT and/or its affiliates or a third party licensed by NADEO/UBISOFT and/or its affiliates, as well as the right to create promotional and marketing materials related to the Trackmania World Tour and/or UBISOFT activities.
- (vi) Each Team represents and warrants that it has obtained the right to license the Team Elements to NADEO/UBISOFT in the conditions set forth above. Further, each Team Staff and Players represent and warrant to be under no obligation or disability by law or otherwise which would prevent or restrict the license on the Image contemplated above.

#### **8.5. No Gambling**

No Player or Team Staff may take part, directly or indirectly, in betting or gambling (including fantasy esports gambling) on any results of any Trackmania World Tour match and/or any portion hereof, whether by using money, virtual currency, or anything with monetary value.

#### **8.6 Sponsorships & Product Placements**

##### **8.6.1 Sponsorships**

In order to preserve the integrity of the Trackmania World Tour and the business reputation of UBISOFT, each Team agrees not to enter into and shall make sure that its Team Staff and Players do not enter into any sponsorship or partnership with one of the following sponsors in connection with their participation into the Trackmania World Tour without the prior consent in writing of UBISOFT.

- Alcoholic products, and in particular liquors and beers (including non-alcoholic version of

eponym beers), or other intoxicating substances whose sale or use is regulated by law (including cannabis- based products);

- Tobacco, cigarettes or electronic cigarettes, related paraphernalia;
- Firearms (including firearm accessories or ammunitions), including replicas or airsoft products;
- Gambling or betting websites, including fantasy esports operators;
- Pornography and other related mature materials and paraphernalia;
- Any medicinal substance that requires prescription or is not freely sold in a pharmacy;
- Political campaigns;
- Any esports or video game tournament, league or event;
- Any entities, companies or organizations that may, at UBISOFT's sole discretion, be considered detrimental to UBISOFT's business or reputation, including but not limited to, key sellers, hacking and botting, account selling, in-game currency or digital item selling services, and any other video game, other video game developer, or publisher competing with UBISOFT or UBISOFT games;
- Unauthorized and/or non-compliant with applicable law or regulations cryptocurrencies, financial instruments or market activities.

In the event a Team is sponsored by entities involved in the sports betting, bookmaking or gambling segment, the Players shall wear the alternative jerseys and other apparel available free of any such sponsors markings in the Trackmania World Tour.

For sake of clarity, all other known to date categories for sponsorships and/or partnership are permitted provided that they are notified in writing to NADEO/UBISOFT Point of Contact and that NADEO/UBISOFT Point of Contact acknowledges them without reserves.

Notwithstanding the above, NADEO/UBISOFT rely on Teams to ensure that any of their sponsor respect all regulations and UBISOFT may:

- Require any Team to stop providing sponsorship activation for any sponsor that is likely to put UBISOFT in breach of applicable law, or create any reputational damage if display of such sponsor brand may have an adverse effect on NADEO/UBISOFT good will and reputation.
- Prompt any Team to provide any additional documentation or explanation necessary for NADEO/UBISOFT to justify their sponsor's compliance with applicable law.

In both aforementioned cases and as soon as notified by NADEO/UBISOFT (email sufficient), Players and Teams with such sponsor shall immediately stop displaying and using any reference to such sponsor while participating in the Trackmania World Tour. Players and Teams shall have readily available alternative jersey free of any sponsor logo while participating in the Trackmania World Tour to anticipate this type of situation.

### **8.6.2 Product Placements**

During the live broadcasts of the Trackmania World Tour, Players and Coach are not allowed:

- to display or otherwise endorse any other brand aside of their own Team's name in their nickname used in game.
- Display the logo of their Team's sponsor other than on their team jersey and clothes
- Operate any kind of product placement or make any statements/perform actions that may be perceived as NADEO/UBISOFT's endorsing a certain product or services, unless explicitly approved by NADEO/UBISOFT;
- Display the logo natively appearing on their peripherals and accessories (including chair, monitor, etc.), with the exception of any logo appearing on the Players' and Coach's keyboard, mouse or mousepad for which hiding of any natively existing logo is not necessary

## **8.7 Approval process**

Any approval from NADEO/UBISOFT or the Tournament Organizer in the Rules, as requested in the Rules, must be requested as follows:

- The License Holder shall contact NADEO/UBISOFT Esports Regional manager or the Tournament Organizer officials by email explaining the nature of their request; then
- NADEO/UBISOFT Esports Regional Manager or the Tournament Organizer officials, depending on the nature of the request, will make their best efforts to review the request and provide an answer by email within 7 business days from reception of the notification

If no answer is provided within 7 business days, the request will be considered disapproved

## **8.8 Notification process**

Any mention of a notification in this Rules, should it be by Tournament Organizer officials, NADEO/UBISOFT or the Point of Contact must be made by email to the appropriate recipient:

- Tournament Organizer officials: as indicated in the Specific Rules
- NADEO/UBISOFT Regional Esports Manager: as indicated in the Specific Rules
- Team's Point of Contact: as communicated by the Team during the Team's registration process or from time to time in case of modification of the Point of Contact

### **List of players under suspension**

- **Azion, France.** Usage of an alternative account to participate in a regionalized competition + match fixing. *Suspended until 20/08/2023.*

## **ANNEX A**

### **ACKNOWLEDGMENT LETTER**

In accordance with the Trackmania World Tour license requirements set forth in the Trackmania World Tour global rules, we agree collectively to appoint the following TEAM MEMBER as our legal representative and license holder throughout our TEAM's participation into the following local competition of the Trackmania World Tour:

- **APPOINTED TEAM MEMBER:** \_\_\_\_\_
- **TEAM:** \_\_\_\_\_
- **TRACKMANIA WORLD TOUR COMPETITION:** \_\_\_\_\_

### **CONSEQUENCES OF APPOINTMENT**

By executing this Acknowledgment Letter, we voluntarily agree to appoint the aforementioned APPOINTED TEAM MEMBER for the exercise of the following prerogatives on our behalf:

- Enable our TEAM to **compete in the Trackmania World Tour Local Competition** as long as our TEAM qualifies to this level of competition in accordance with the eligibility requirements set forth in the global rules; and
- Authorize this APPOINTED TEAM MEMBER to **receive any applicable prize money on our behalf**, whose prize money shall be redistributed in accordance with the prize money split that we warrant has been agreed upon in a legally binding document between us and the APPOINTED TEAM MEMBER prior to the execution of this acknowledgement letter; and
- **Allow the transfer of our TEAM's license to participate into a Local Competition** to a third party provided that the condition of such transfer have been agreed in writing between us and the TEAM MEMBER through a legally binding document explaining any and all consequences of such transfer explaining any benefits we may obtain arising therefrom.

### **ADDITIONAL ACKNOWLEDGMENTS**

We further acknowledge and agree that:

- Participation into any higher level of competition will require our TEAM to be represented by a legal entity (association, company...) in order to continue participating into the Trackmania World Tour.
- Our participation into the Local Competition does not constitute an employment relationship between us and NADEO/UBISOFT and we shall be solely responsible for all of our own taxes and withholdings arising from our participation into the Local Competition. We shall indemnify and hold NADEO/UBISOFT harmless from and against any and all taxes which NADEO/UBISOFT may have to pay, and for any and all liabilities (including judgments, penalties, interest, damages, costs, expenses and reasonable attorneys' fees) which may be obtained against, opposed or suffered by NADEO/UBISOFT or which NADEO/UBISOFT may incur, in case of a breach of this warranty.
- We will assume all liability for the use of any prize remitted to us by the APPOINTED TEAM MEMBER, including compliance with any applicable governmental and tax forms required to receive a prize, the payment of any applicable withholding taxes and/or any and all costs and expenses associated with the receipt of such prize according to any the applicable law in force.
- We shall look solely to APPOINTED TEAM MEMBER and not to NADEO/UBISOFT for all compensation and other remuneration for any and all services and rights which we may render or assign or grant to any third party (including UBISOFT) throughout our participation into the Local Competition;
- By executing this Acknowledgement Letter, the APPOINTED TEAM MEMBER consent to exercise the aforementioned prerogatives solely within the limit and under the condition set forth set forth in the global rules and in accordance with the afore- mentioned restrictions.

#### **TEAM MEMBER 1**

**Signature:** \_\_\_\_\_  
**Full name:** \_\_\_\_\_

#### **TEAM MEMBER 2**

**Signature:** \_\_\_\_\_  
**Full name:** \_\_\_\_\_

#### **COACH (IF APPLICABLE)**

**Signature:** \_\_\_\_\_  
**Full name:** \_\_\_\_\_

#### **APPOINTED TEAM MEMBER**

**Signature:** \_\_\_\_\_  
**Full name:** \_\_\_\_\_

**PARENTAL CONSENT AND LIABILITY WAIVER FORM**  
(For minors between the age of 16 and majority if their country of residence)

I the undersigned Mr / Ms \_\_\_\_\_,

Residing in \_\_\_\_\_,

Legal representative of \_\_\_\_\_, grant my consent for my minor child

to take part in the "Trackmania World Tour" held by Ubisoft Entertainment SA and/or NADEO SASU (hereinafter collectively referred to as "NADEO/UBISOFT") surrounding the Trackmania video game competition, classified as PEGI 3+ (collectively the "Trackmania World Tour").

I release NADEO/UBISOFT of any liability towards my child and the persons accompanying him or her if an accident occurs in connection with his or her participation to any offline event part of the Trackmania World Tour, whether on the premises of an offline event part of the Trackmania World Tour, or to and from these premises.

I acknowledge that I have read the Rules for the Trackmania World Tour and expressly assume full responsibility for my child's participation and involvement in the Trackmania World Tour.

I represent that my child does not suffer from epilepsy.

I moreover represent that I have third party liability insurance coverage for my child against any loss or damage of whatever nature caused to him or her or to a third party.

I acknowledge that my child and the person accompanying him or her shall provide proof of identity at the entrance to any offline event part of the Trackmania World Tour before being able to enter.

This consent form must be signed, printed and submitted to the organizers of the Trackmania World. Entry to any offline event of the Trackmania World Tour will be refused by the organizer without this consent form.

I authorize my child to take part in the Trackmania World Tour alone and assume full responsibility for him or her.  
**OR**

I will accompany my child to the Trackmania World Tour.

**INFORMATION CONCERNING THE MINOR**

FORENAME: \_\_\_\_\_

SURNAME: \_\_\_\_\_

DATE OF BIRTH: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

TELEPHONE No.: \_\_\_\_\_

**INFORMATION CONCERNING THE PARENT / LEGAL GUARDIAN**

FORENAME: \_\_\_\_\_

SURNAME: \_\_\_\_\_

TELEPHONE No.: \_\_\_\_\_

By signing below, I confirm that I am the parent or legal guardian of the minor and agree for the data on this form and the minor's personal information to be stored in Ubisoft's files as proof of my consent.

On \_\_\_\_ / \_\_\_\_ / 2023 in \_\_\_\_\_.  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Signature : \_\_\_\_\_