

Arctic Gaming Experience 2022

Rules

Version: 08/11/2022

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I. General Information

Section I - 1. General rules

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

Section I - 2. Application of the rules

When participating in a NTWU organized competition, players accept to adhere to these rules without any questioning or reluctance.

NTWU also reserves the right to change and/or add any rules, in order to preserve fair play, justice and sportsmanship.

Section I - 3. Mappack

The Mappack is constituted of 5 maps:

- Arctic A
- Meløy A
- Nordland A
- Bodø2024 A
- Salmon A

Section I - 4. Cash Prize

The cash prize for this edition is \$30,000. The breakdown is as follows:

- 1st: \$6,000
- 2nd: \$5,000
- 3rd: \$4,000
- 4th: \$3,000
- 5th-8th: \$2,000
- 9th-10th: \$1,000
- 11th-12th: \$500
- 13th-16th: \$250

Section I - 5. Contact

For any questions, notes or suggestions relative to this rulebook, please contact us on the players discord dedicated to the event.

II. Trackmania Rules

Section II - 1. Game version

Tournament will use the latest available version of TrackMania published by Ubisoft Nadeo. It's mandatory to have a paid version of the game (Standard or Club).

Section II - 2. Server settings

Servers need to follow these settings:

Common to all modes:

- Access to servers in LAN
- Maps: Random
- Respawn: Enabled
- Opponents: Free

Time Attack:

- 3 maps
- 10 min per map

Match in Cup mode:

- Standard Cup mode
- Warm-up : 1 round
- Points limit: 120
- Points repartition: 10,6,4,3
- Rounds limit by map: 5
- Time Limit after the first player arrives: 10
- Number of Winners: 3

III. Format

Section III - 1. Format overview

The tournament consists of three stages:

- 1. Time Attack session
- 2. Group bracket
- 3. Play-offs

Section III - 2. Time Attack session

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

Section III - 3. Group Stage

Group stage consists of 4 rounds of 4 matches in Standard Cup Match. The matches are drafted depending of the Time Attack session. After each match, players will win the following points depending of their arriving position:

- 4 points for the first
- 3 points for the second
- 2 points for the third
- 1 points for the fourth

In case of a draw between several players after the four matches, the result from the Time Attack session will be used to decide the final ranking. The top 8 will continue to the Play-Offs stage.

Section III - 4. Play-Offs

Play-off is organized in a simple elimination bracket. In each match 4 participants play each other in a Standard Match. The two first players advance in the bracket, the two first players are eliminated.

Section III - 5. Standard match

A standard match is played in Cup mode with 4 players with a limit of 120 points on 5 circuits. At the end of each round, the players win a points number corresponding at their arriving position following this rule:

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

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

To win, the players must reach 120 points and finish first during the last round. We call "finalist" the player who has reached 120 points and who must win a round again to win the match. The match ends when all players' places are known.

The two winners of the WB final will have a bonus of 10 points for the first and 6 points for the second, for the Grand Final.

IV. Match procedures

Section IV - 1. Before match

The match start time indicates the time when the match begins. Therefore player is advised to be present at least 15 minutes before its match start time to set up its gaming gear and warm-up. Players are invited to be up to date with the tournament schedule.

Any player late by more than 15 minutes in the schedule of his match, without valid reason, will see his match lost by default and may be sanctioned. If any problem occurs with the sound, the network or the pc, the player must notify the referee immediately to resolve it at the earliest before the start of the match. Players are responsible for the good installation and functioning of their gaming gear. This includes providing and installing the adequate drivers when necessary, and providing the adequate type of cables or adapters when necessary. Tournament referees may possibly help the player with technical issues but may not delay the tournament schedule for such reasons.

Section IV - 2. Match on stage

Players have to accept to play defined matches on stage and its particular stage conditions. Specific accessories will be provided by the organization.

Section IV - 3. Match interruption

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

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

A player cannot request a break during a round, unless it is authorized by an official.

Section IV - 4. Leaving during a match

Participants are not allowed to leave the server during a match. Leaving the server is only allowed if the match format or an administrator's allows it. If a team or a player leaves the match before its end, it will be considered as a default win for his opponent.

Section IV - 5. Score validation

Validation of the score is made by NTWU at the end of the match.

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

V. Conduct Rules

Section V - 1. Definition

Tournament officer are the tournament administrators and the tournament director.

The tournament is under the director's control. The director has all rights to apply the rulebook in relation to the tournament and all of its matches.

The director attributes administrators to a match, gives warnings and/or penalties to participants and takes part of every investigation in order to establish additional penalties.

Section V - 2. Forbidden behaviors

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

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

A player receiving a sanction automatically loses the current round or the next if he doesn't play.

Section V - 3. Forbidden in-game actions

It is strictly prohibited for a player to use any software modifying the game functionalities, principles or graphical render without the prior permission of a tournament official. **Openplanet is forbidden.**

Section V - 4. Disqualification

After review of a rule infringement by the director of the competition and the tournament director, a player who received a sanction may also undergo multiple default loss, disqualification of it, his expulsion and the prohibition to participate in future competitions for five years.