



# Tournament Rulebook

An event by Evo Esports



## Sponsors & Partnerships

**Main Sponsor:** Intel Corporation ([intel.com](https://www.intel.com)) **Venue:** XPERION ([xperion-saturn.de](https://xperion-saturn.de))

**Tournament Platform:** [geardown.gg](https://geardown.gg) ([geardown.gg](https://geardown.gg))

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## Event Overview

### Communication

All official communication regarding the tournament will happen in the **Evo Discord** under the XPEvo category and through the tournament platform (geardown.gg).

### Prizes

Tournament prizes will be announced closer to the tournament.

### Coverage & Broadcast

The tournament will be broadcasted over at Evo's twitch channel:

[twitch.tv/EvoTrackmania](https://twitch.tv/EvoTrackmania)

# LAN Description

More information regarding the LAN and venue will come soon.

## Schedule

This is the schedule for the main tournament. For a full schedule of all events, visit the website. All times in the schedule and other parts of this document are in the timezone **Central European Summer Time (CEST)**. The times are prone to change, if so, updates will be posted in Discord.

The schedule is subject to change.

### Friday

- **16:00** Qualifications Wave 1
- **17:00** Qualifications Wave 2
- **18:00** Qualifications Wave 3
- **19:00** Qualifications Wave 4

### Saturday

- **10:00** Round of 128 Wave 1
- **11:00** Round of 128 Wave 2
- **12:00** Round of 64
- **14:00** Winner Bracket Round 1
- **15:00** Winner Bracket Round 2 / Loser Bracket Round 1
- **17:00** Winner Bracket Round 3 / Loser Bracket Round 2
- **18:00** Loser Bracket Round 3

## Sunday

- **11:00** Loser Bracket Round 4
- **12:00** Loser Bracket Round 5
- **14:00** Winner Bracket Final
- **15:00** Lower Bracket Final
- **16:30** Grand Finals
- **18:00** Winners Ceremony



# Mappack

The map pack release date is **August 1st**. More information will be available then.

## Qualifications

For the qualifications, the participants will be split into **4 waves** of **64 players** that will play for **seeding on Friday**. The times for each wave is listed above under Schedule. Make sure to check the Evo Discord to figure out which wave you play in.

## Seeding

Players are seeded into the qualification waves in a **round-robin** fashion ranked by the **sum of all times as registered on the online leaderboard** one hour before the tournament begins. If players do not have a time on a map, their time will be set to *AuthorTime \* 2* on that map.

## Format

The **top 128 players will qualify**, and their qualification rank will determine their seed for the playoffs.

The qualifications will be played in **Rounds** mode. Players position is determined by the accumulated points of the rounds on all maps. There will be played **4 rounds per map** on **5 maps**, which results in a **total of 20 rounds**.

## Match settings

- No. of Rounds per Map: 4
- No. Maps: 5
- Points Repartition: 64,63,62,...,3,2,1
- Finish Timeout: 30
- Warmup No.: 1
- Warmup Duration: 60s
- Respawn: Enabled

## Maps & Map order

Qualifications will be played on **all the maps** in the map pack in **random order** for each wave.

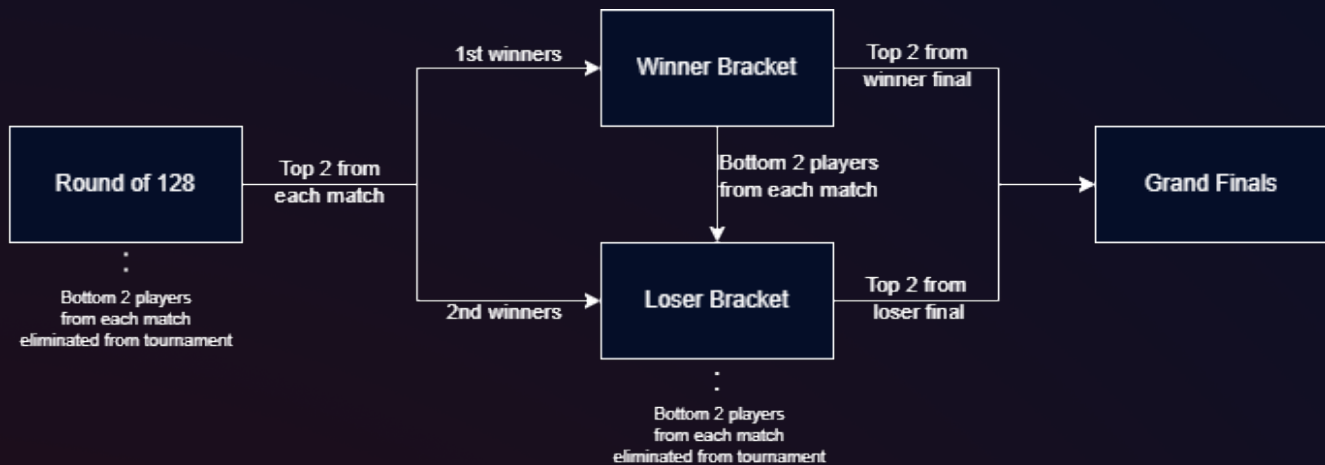
## Tiebreak

Ties can occur if the players' final score is equal to one another. In this case, the **sum of the best times on all the maps**, driven **during the qualifications**, are used to break the tie. The lowest sum will obtain a better seed.

If a player does not finish all rounds on a map, their time for that map will be *AuthorTime* \* 2.

# Playoffs

Following the qualifications, playoffs will **begin on Saturday** and is played in **two phases**. The **first phase is an elimination round** with half the players advancing and the rest eliminated from the tournament. The **second phase will be played in a double-elimination bracket**.



## Seeding

Player's seed is determined by sorting all participant's points from the rounds of all the qualification waves. The more points, the better seed. The **128 best seeds** will have a spot in the playoffs.

## Format

The playoffs will be played in **Cup mode**. Players are split into **groups of 4**. Each group plays in **4-player FFA (1v1v1v1)** matches. The **top 2 players advance** in the bracket, while the rest are either eliminated or drop down to the loser bracket.

## Playoffs Phase 1

The first round (Round of 128) will be played in a **single-elimination** fashion with **32 matches**. There will be **16 matches at a time**. In each match, **top 2 will advance** to the phase 2, while the **bottom 2 is eliminated** from the tournament.

## Playoffs Phase 2

Phase 2 will be played in a **double elimination** bracket. Players are seeded into the bracket by their result of phase 1. The first winners of phase 1 will be seeded into the winner bracket, while the second winners of phase 2 are seeded into the loser bracket.

## Match Settings

- No. of Winners: 2
- Points Limit: 130
- Points Repartition: 10,7,5,4
- No. of Maps: 5
- Rounds Per Map: 4
- Finish Timeout: 15
- Warmup No.: 1
- Warmup Duration: 60s
- Respawn: Enabled

## Maps & Map Order

All maps are played in **random order**.

# Grand Finals

## Format

The top 2 players from the Winner Bracket Final and Loser Bracket Final will play in the Grand Finals. The Grand Finals is played in **Cup** mode in a **4-player FFA** (1v1v1v1) fashion. The match ends when **3 winners** are determined.

## Match Settings

- No. of Winners: 3
- Points Limit: 150
- Points Repartition: 10,7,5,4
- No. of Maps: 5
- Rounds Per Map: 4
- Finish Timeout: 15
- Warmup No.: 1
- Warmup Duration: 60s
- Respawn: Enabled

## Maps & Map Order

All maps are played in random order.

# Rules

The rules ensures smooth running of the tournament and to give everyone a great experience at XPEvo.

## General

### Rule Changes

All final decisions regarding the interpretation of these rules lies solely with event staff. These rules may be amended, modified, or supplemented by XPEvo staff to ensure fair play and improve on the competition.

### Behavior

Participants are expected to behave in an appropriate and respectful manner to other players, spectators and XPEvo staff. This rule extends to all match servers, Discord, Twitch, the LAN area, and any other relevant settings.

## In-game / Match Rules

### Server

Official match servers will be provided on LAN by XPEvo. The tournament platform will be used to communicate which server any match will be played in. Participants are expected to join the correct match server on time.

It is forbidden to join other match servers not assigned to your match, to spectate or any other reason.

### Spectating

Only XPEvo staff, the broadcast team and eliminated players in the same match will be allowed to spectate matches. Eliminated players of the tournament or non-participants can follow the matches on the official broadcast channel.

## Match Start

Servers will open 10 minutes prior to the start of a match. It is the participant's responsibility to join in time, check everything and get ready before the match begins. Participants will not be able to join matches that have already begun.

## Match End and Disputes

All matches end automatically and their results are recorded and saved. Participants must take screenshot evidence of the matches and post them over at the tournament platform (geardown.gg). The tournament platform will provide a comment section for players to upload their screenshots. A match may only be valid if the screenshot evidence is provided. Screenshots may also be used to resolve disputes.

In case of disputes, participants have a 10-minute window after the match end to file complaints. A tournament official at the admin desk must be notified immediately.

Each dispute is treated on a case-by-case basis and the outcome of a match may or may not be modified. If it is deemed that it is impossible to correct the match results in a fair and proportional way, the match results will be annulled and a replay of the match will be scheduled.

## Chat Restriction

Unnecessary chatting during a round is prohibited. Only use the chat during a round to notify the staff of any problems that may require a pause after the round. Using the car horn is forbidden on match servers at all times.

## Cheats/Glitches

The use of any additional hardware, software, tools, or unintended techniques that give an un-fair advantage is considered cheating and is forbidden. Any incidence may lead to immediate disqualification from the match and review of previous matches.



## Third-Party Software

If Openplanet is used, the **TMGL signature mode** must be enabled. Software tools such as DS4Windows or DXTweak are allowed. Software tools, enabling the execution of multiple inputs at once (macros), are forbidden. Software tools, enabling macro capabilities to set custom steering percentages are forbidden.

## Cutting / Re-routes

Cutting and re-routes are defined as the use of any path not intended by the author. Any cut or re-route would be considered to be cheating. Consult the XPEvo staff if you are unsure whether something is a cut or not.

## Match-fixing

Players are expected to put forward their best effort. Players may not conspire to manipulate rankings or brackets.

## Technical Timeouts

A technical timeout refers to pausing the current match in an attempt to fix a participant's technical issue before continuing.

Technical timeouts will not be available during qualifications. During the play-offs, a player is allotted a 5-minute window for technical timeouts. After the 5-minute mark is reached, no more extended stoppages will be granted. The allotted window for technical timeouts may be extended in case of particularly big issues.

## On-site

### Before Matches & Setting up the Computer

We ask all participants to find their stations as quick as possible, and not walk around and talk to other participants too much during the matches. If there is a technical problem, alert XPEvo staff immediately.

USB sticks are prohibited (if used for game configuration as an example). Players are advised to prepare other means for setting up their game. Discord will

be available on the computers and one option could be to send yourself the configuration through Discord.

## **During matches**

Spectators and participants are expected to behave calmly and not disturb other participants during matches. Do not walk up to other participants to spectate or talk to them. Either stay seated until all matches have been played or leave the playing area entirely.

## **Spectators**

Spectators and non-participants are prohibited from entering the playing area during matches.

## **Penalties**

In the event of a breach of the rulebook, XPEvo staff reserve the right to apply penalties according to the severity of the infringement. The following sanctions, in order of gravity may be imposed:

### **Warning**

The player is warned if their behavior is harmful to the smooth running of the tournament. The XPEvo staff may aggravate the sanction in the event of repeat occurrences.

### **Disqualification**

The XPEvo staff reserve the right to disqualify players from the tournament in the case of repeated and/or particularly severe violations of the rules.

### **Ban**

The XPEvo staff reserve the right to ban and expel participants from the tournament and the venue. A ban may extend to other events by Evo Esports that occur during the period of the banishment.

## Procedures

### Matches taking too long

If a match is taking longer than 45 minutes, the tournament organizers will start preparing and begin the next available rounds.

### Backups

Players must obtain a screenshot of the results for all matches they play in. This screenshot is uploaded in the match comments at [geardown.gg](https://geardown.gg). This will help match admins to verify results and it serves as evidence if match results were improperly reported to the tournament platform.

If the tournament platform becomes un-usable for any reason, the tournament organizers will keep track of all matches in a spreadsheet. This spreadsheet will become the source of results in that case.

In the even that our communication channel (Discord) becomes un-usable, the broadcast stream and info screens on-site will be used for communication to the players. We will most likely present you with alternatives such as matrix or slack.

### Player Disconnects / Technical Issues

If a player encounter technical issues, or disconnects after a round has started, the round will be played and the match will be paused afterwards. Once the match is paused, players must stand still at the start block until a match admin gives the go-ahead.

### Server Issues

In case of server issues (eg. server crashes), the match will be restored to the previous state if possible and the match will be continued. If the match server dies after half-way point of the match (1 player reaches at least 65 points), that match will be considered valid if the server issue cannot be resolved within 5 minutes.

## Match Start

Players must ready up in-game within 2 minutes before the match begins. Players must click a button in the interface to ready-up. Once a match admin has confirmed that all players and the match is ready, the match will begin starting with warmup. Some matches will be shown on the broadcast and may have a slight delay.

## Match End

Once the number of winners have been reached, results are automatically reported to the tournament platform. Players must also provide screenshot evidence of the match in geardown.gg. The screenshots must be posted within 5 minutes of the match ending. A match admin must then confirm the results for the match to become valid.

# Appendix

## Rounds Mode

In **Rounds** mode the game is played in rounds. Each round all players start at the same time and the player's times determine their position that current round. Players then gather points from their positions each round, and these points are accumulated across all the rounds.

At XPEvo we will play a set of rounds on each of the maps and the goal is to gather as much points as possible until all the maps are played.

## Cup Mode

**Cup** mode almost works the same way as Rounds mode. The game is played in rounds and players gather points by their position each round. The difference here is that we will have a *Points Limit* and the rounds will go on until the players reaches the amount of points equal to the Points Limit.

Once a player reaches the Points Limit, they will be set as a *Finalist*. When a player is a Finalist, they no longer collect more points, but will have to win a round in order to win the match. Other players can deny the win by placing first in the rounds. It is possible to have multiple finalists, and the goal is to be the first one to win as a finalist.

At XPEvo there will be 2 winners each match in the Playoffs, and so 2 players must win as Finalists in each match. For the Grand Finals, there will be 3 winners.

## Changelog

This section lists changes to the rulebook.

- **1.0:** First effective version released.