



# Trackmania at 2026 Esports World Cup

## Rulebook

|                                                    |          |
|----------------------------------------------------|----------|
| <b>1. General.....</b>                             | <b>3</b> |
| 1.1 Rule changes.....                              | 3        |
| 1.2 EWC Global Rulebook.....                       | 3        |
| 1.3 Validity of the rules.....                     | 3        |
| 1.4 Local laws.....                                | 3        |
| 1.9 Communication.....                             | 4        |
| <b>2. Participants.....</b>                        | <b>4</b> |
| 2.1 Age Restriction.....                           | 4        |
| 2.3 Roster.....                                    | 4        |
| 2.3.1 Substitute Rules.....                        | 4        |
| 2.3.2 Travel & Accommodation Coverage.....         | 4        |
| 2.4 Roster submissions.....                        | 4        |
| 2.5 Replacements.....                              | 5        |
| 2.5.1 Replacements.....                            | 5        |
| 2.5.2 Road to EWC Qualifier Replacement Rules..... | 5        |
| 2.5.3 Elite Cup Ranking Replacement Rules.....     | 5        |
| 2.5.4 Replacement deadline.....                    | 5        |
| 2.5.5 After the replacement deadline.....          | 5        |
| 2.6 Country Restrictions.....                      | 5        |
| <b>3. Format.....</b>                              | <b>7</b> |
| 3.1 Groupstage Format.....                         | 7        |
| 3.1.1 Groupstage Seeding.....                      | 7        |
| 3.2 Playoffs Format.....                           | 7        |
| 3.2.1 Playoffs Seeding.....                        | 7        |
| <b>4. Schedule.....</b>                            | <b>8</b> |
| <b>5. Game Specific Rules.....</b>                 | <b>9</b> |
| 5.1 Game Account.....                              | 9        |
| 5.2 Game Settings.....                             | 9        |
| 5.3 Track Pool.....                                | 9        |
| 5.4 Advancement and Placement.....                 | 9        |
| 5.5 Match Procedures.....                          | 10       |
| 5.5.1 Match Start.....                             | 10       |
| 5.5.2 Match Server Access.....                     | 10       |
| 5.5.3 Track Pick Phase.....                        | 10       |
| 5.5.4 Technical Issues and Pauses.....             | 10       |
| 5.5.5 Between Matches.....                         | 10       |
| 5.5.6 Disputes.....                                | 10       |
| 5.6 Servers.....                                   | 11       |
| 5.7 Game-Specific Prohibited Behaviour.....        | 11       |

|                                                     |           |
|-----------------------------------------------------|-----------|
| 5.7.1 Shortcutting.....                             | 11        |
| 5.7.2 Custom Skins and Models.....                  | 11        |
| 5.7.3 Horn.....                                     | 11        |
| 5.7.4 Third-Party Programs.....                     | 11        |
| 5.8 Game-Specific Penalties.....                    | 11        |
| 5.9 Tournament Area Etiquette and Restrictions..... | 12        |
| <b>6. Misconduct.....</b>                           | <b>12</b> |
| 6.13 Punctuality Penalties.....                     | 12        |
| 6.13.1 Player punctuality.....                      | 12        |
| 6.13.2 No show.....                                 | 12        |
| <b>7. Prize Distribution.....</b>                   | <b>12</b> |
| <b>8. Other.....</b>                                | <b>13</b> |
| 8.1 Equipment.....                                  | 13        |
| 8.2 Flags and country identifiers.....              | 14        |
| 8.3 Internet access.....                            | 14        |
| <b>9. Privacy and Data Protection.....</b>          | <b>14</b> |

# 1. General

## 1.1 Rule changes

EWC reserves the right to amend, remove, or otherwise change the rules, without prior notice. EWC also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

## 1.2 EWC Global Rulebook

The Trackmania at 2026 Esports World Cup is under jurisdiction of the [EWC Global Rulebook](#).

## 1.3 Validity of the rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any another provision of this rulebook.

## 1.4 Local laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.

## 1.9 Communication

The main communication method for the Esports World Cup event is email. When contacting participants of Esports World Cup events, the tournament administration will use contact email addresses that have been supplied to them. Alternatively, where a contact email address is not known or not working, the tournament administration may use the email addresses registered to participants on tournament platforms, including but not limited to their FACEIT profiles. Further communication channels such as [Discord](#) will be used throughout the tournament.

## 2. Participants

### 2.1 Age Restriction

All participants of the Trackmania at 2026 Esports World Cup have to be at least 16 years of age at the time of their first match of the competition.

### 2.3 Roster

Each Team can have a maximum roster size of two (2), one (1) of which must be a Player. The other can be a Coach or Team Staff.

#### 2.3.1 Substitute Rules

No substitutes are allowed.

#### 2.3.2 Travel & Accommodation Coverage

EWC will cover Travel & Accommodation for up to 1 team member per team, distributed as below:

Obligatory 1 position covered

- 1 Main Player

### 2.4 Roster submissions

Roster submissions must include the following information:

- Team name & shorthand
- Team logo (when requested)
- Contact person and details

## 2.5 Replacements

### 2.5.1 Replacements

If a participant is, for any reason, unable to compete anymore in the event, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the replaced participant.

Usually competition groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the tournament administration can still change or even re-draw the competition.

### 2.5.2 Road to EWC Qualifier Replacement Rules

If a participant qualifies via any of the Road to EWC Qualifiers, a replacement candidate is the next player selected from the appropriate qualifier's final ranking after the original qualification quota, taking into account all available tie-breaker rules for said tournament. If a tie between two or more players cannot be broken in a reasonable manner, a separate qualifier match may be organized or additional tie-breaker rules may be applied to determine the next player in line for replacement.

### 2.5.3 Elite Cup Ranking Replacement Rules

If a participant qualifies via the Trackmania Elite Cup ranking or if a suitable replacement cannot be found for any other participant, a replacement candidate is the next player selected from the final Elite Cup ranking after the original qualification quota, taking into account all available tie-breaker rules for said tournament. If a tie between two or more players cannot be broken in a reasonable manner, a separate qualifier match may be organized or additional tie-breaker rules may be applied to determine the next player in line for replacement.

### 2.5.4 Replacement deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on. If no replacement can be found, the stage may start with one less participant instead.

If no earlier deadline has been set, the public announcement of the competition drawing is usually the replacement deadline.

### 2.5.5 After the replacement deadline

The tournament administration will try to find any replacement by all available means.

## 2.6 Country Restrictions

This is a list of all eligible countries and their respective tournament regions.

## Americas

- Antigua and Barbuda, Argentina, Aruba, Bahamas, Barbados, Belize, Bermuda, Bolivia, Brazil, Canada, Cayman Islands, Chile, Colombia, Costa Rica, Cuba, Dominica, Dominican Republic, Ecuador, El Salvador, Grenada, Guatemala, Guyana, Haiti, Honduras, Jamaica, Mexico, Nicaragua, Panama, Paraguay, Peru, Puerto Rico, Saint Kitts and Nevis, Saint Lucia, St. Vincent and the Grenadines, Suriname, Trinidad and Tobago, United States of America, Uruguay, Venezuela, Virgin Islands, British, Virgin Islands, US

## Asia

- Afghanistan, Bangladesh, Bhutan, Chinese Taipei, Hong Kong, China, India, Indonesia, Japan, Kyrgyzstan, Lao People's Democratic Republic, Mongolia, Myanmar, Pakistan, People's Republic of China, Philippines, Singapore, Sri Lanka, Tajikistan, Thailand, Uzbekistan, Vietnam

## South-east Asia

- Brunei Darussalam, Cambodia, Islamic Republic of Iran, Malaysia, Maldives, Nepal, Republic of Korea, Turkmenistan

## Europe East

- Albania, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Bulgaria, Croatia, Czechia, Estonia, Georgia, Greece, Hungary, Israel, Kazakhstan, Kosovo, Latvia, Lithuania, Montenegro, North Macedonia, Poland, Republic of Moldova, Romania, Serbia, Slovakia, Slovenia, Ukraine

## Europe West

- Andorra, Austria, Belgium, Cyprus, Denmark, Finland, France, Germany, Great Britain, Iceland, Ireland, Italy, Liechtenstein, Luxembourg, Malta, Monaco, Netherlands, Norway, Portugal, San Marino, Spain, Sweden, Switzerland

## Middle East & Africa

- Algeria, Angola, Bahrain, Benin, Botswana, Burkina Faso, Burundi, Cabo Verde, Cameroon, Central African Republic, Chad, Comoros, Congo, Côte d'Ivoire, Democratic Republic of the Congo, Djibouti, Egypt, Equatorial Guinea, Eritrea, Eswatini, Ethiopia, Gabon, Gambia, Ghana, Guinea, Guinea-Bissau, Iraq, Jordan, Kenya, Kuwait, Lebanon, Lesotho, Liberia, Libya, Madagascar, Malawi, Mali, Mauritania, Mauritius, Morocco, Mozambique, Namibia, Niger, Nigeria, Oman, Palestine, Qatar, Rwanda, Sao Tome and Principe, Saudi Arabia, Senegal, Seychelles, Sierra Leone, Somalia, South Africa, South Sudan, Sudan, Syrian Arab Republic, Togo, Tunisia, Türkiye, Uganda, United Arab Emirates, United Republic of Tanzania, Yemen, Zambia, Zimbabwe

## Oceania

- American Samoa, Australia, Cook Islands, Democratic Rep. of Timor-Leste, Federated States of Micronesia, Fiji, Guam, Kiribati, Marshall Islands, Nauru, New Zealand, Palau, Papua New Guinea, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu

## 3. Format

### 3.1 Groupstage Format

The Group Stage will consist of thirty-two (32) total players divided into two (2) groups of sixteen (16) players each (Group A and Group B).

Each group will be played out in a Double Elimination bracket. The top eight (8) players from each group will advance to the Playoffs.

Players who qualify for the Playoffs via the Upper Bracket will receive a higher seeding in the Playoffs, while players who qualify via the Lower Bracket will receive a lower seeding in the Playoffs.

#### 3.1.1 Groupstage Seeding

Seeding within the Group Stage will be determined by Regional Qualifiers:

- Seeds 1-8: Top 8 of Road to EWC: Dreamhack Birmingham;
- Seeds 9-16: Top 8 of Trackmania Elite Cup (not counting players already qualified);
- Seeds 17-32: Road to EWC: Online Qualifier winners, ranked by applying the seed takeover principle (1st placed player in the regional takes over the 1st seeded player's Elite Cup rank).

### 3.2 Playoffs Format

The Playoffs will feature a Single Elimination bracket comprising the sixteen (16) players who advanced from the Group Stage (Top 8 from Group A and Top 8 from Group B).

#### 3.2.1 Playoffs Seeding

The seeding for the Playoffs will be based on a combination of a player's placement within their respective Group Stage bracket and performance: The eight players advancing from the Upper Brackets (4 from Group A, 4 from Group B) will receive the top seeds (1 through 8). The eight players advancing from the Lower Brackets (4 from Group A, 4 from Group B) will receive the remaining seeds (9 through 16).

The Playoffs matches will be seeded in a way, such that all quarterfinals contain exactly one of:

- Group A/B Upper Bracket Semifinal 1st place winner;
- Group B/A Upper Bracket Semifinal 2nd place winner;
- Group B/A Lower Bracket Decider Match 1st place winner;

- Group A/B Lower Bracket Decider Match 2nd place winner.

## 4. Schedule

| Tournament Day # | Date           | Round                                                                                                                                                                                                                                                                                                                                                                                                        |
|------------------|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1                | 19 August 2026 | Group Stage - Group A - Opening Match #1<br>Group Stage - Group A - Opening Match #2<br>Group Stage - Group A - Opening Match #3<br>Group Stage - Group A - Opening Match #4<br>Group Stage - Group B - Opening Match #1<br>Group Stage - Group B - Opening Match #2<br>Group Stage - Group B - Opening Match #3<br>Group Stage - Group B - Opening Match #4                                                 |
| 2                | 20 August 2026 | Group Stage - Group A - Upper Bracket Match #1<br>Group Stage - Group A - Upper Bracket Match #2<br>Group Stage - Group B - Upper Bracket Match #1<br>Group Stage - Group B - Upper Bracket Match #2<br>Group Stage - Group A - Lower Bracket Match #1<br>Group Stage - Group A - Lower Bracket Match #2<br>Group Stage - Group B - Lower Bracket Match #1<br>Group Stage - Group B - Lower Bracket Match #2 |
| 3                | 21 August 2026 | Group Stage - Group A - Decider Match #1<br>Group Stage - Group A - Decider Match #2<br>Group Stage - Group B - Decider Match #1<br>Group Stage - Group B - Decider Match #2                                                                                                                                                                                                                                 |
| 4                | 22 August 2026 | Playoffs - Quarterfinal - Match #1<br>Playoffs - Quarterfinal - Match #2<br>Playoffs - Quarterfinal - Match #3<br>Playoffs - Quarterfinal - Match #4<br>Playoffs - Semifinal - Match #1<br>Playoffs - Semifinal - Match #2<br>Playoffs - Grand Final                                                                                                                                                         |



## 5. Game Specific Rules

### 5.1 Game Account

Players must provide their main game account, and must use this game account for all tournament matches. We reserve the right to deny participation to anyone not using their main game account. Club access on this account is also a requirement to participate.

### 5.2 Game Settings

- Game mode: Cup
- Point Limit: 140
- Number of winners: 2; 1 for Grand Finals
- Distribution of points per round: 1st = 10, 2nd = 6, 3rd = 4, 4th = 3, DNF = 0
- Finish timeout: 10 seconds
- Track order: determined by player pick phase
- Number of tracks: 5
- Rounds per track: 4
- Opponents: not enforced
- Warm-up: 10 seconds
- Respawn: enabled

### 5.3 Track Pool

The track pool for this event will be as follows:

#### **Spring 2026:**

- Germany
- South Korea
- Canada
- Australia
- Hungary

#### **Summer 2026:**

- Norway
- Argentina
- Japan
- Poland
- Saudi Arabia

### 5.4 Advancement and Placement

The two winners from each match will advance to the next round. Non-winners of upper bracket matches will drop to the lower bracket, while non-winners of lower bracket matches will be eliminated. The exception to this is the Grand Final, where the match will end after the round, when the 1st place winner is decided. Placements for non-winners will be based on points accumulated in the lobby, using the following tie-breakers, if necessary:

- Whoever finished higher on the last round is ranked higher;
- If it is not possible to determine the finishing order on the tie-breaking round, the round before it is checked instead;
- The process is repeated until all ties are resolved.

## 5.5 Match Procedures

### 5.5.1 Match Start

Players must be seated, on the match server, and ready to play 5 minutes before the communicated start time of any match. Penalties may apply if a match does not start at its communicated start time as a result of a player's lateness.

### 5.5.2 Match Server Access

Only the competing players, alongside any individual deemed necessary to the operation of the tournament or its broadcast, will be allowed on the match server.

### 5.5.3 Track Pick Phase

All tournament matches are played on five tracks picked by the match players from the tournament's track pool in the following sequence: Seed 4 ban - Seed 3 ban - Seed 2 ban - Seed 1 ban - Seed 1 pick - Seed 2 pick - Seed 3 pick - Seed 4 pick - Random pick. The five selected tracks are played in the order they were picked.

### 5.5.4 Technical Issues and Pauses

Players must inform a member of the tournament administration immediately upon becoming aware of a technical issue or other factor that may hinder or otherwise affect their ability to play - it may not be possible to take appropriate action at any point after this. Raising your hand is the easiest way to get the attention of a referee. If this occurs before a round, the tournament administration reserves the right to pause and replay the round if necessary. If this occurs mid-round, a pause will be actioned at the end of the round, and the results of the round will stand. Players will not be penalised for delays to match start caused by technical issues.

### 5.5.5 Between Matches

From the moment one match ends, players will be given a minimum of 10 minutes break before the start of the next. The track pick phase may take place within this minimum break time.

### 5.5.6 Disputes

Any complaints must be lodged with a member of the tournament administration immediately following the end of the match in question.

## 5.6 Servers

Matches will be hosted on local servers on the local network; alternative servers may be used if faced with issues that threaten to compromise the quality or integrity of the competition and its

broadcast. In the event of a server crash, the match will be restored to the same state as before the crash, or as close to that state as possible. If for whatever reason this is not possible, the match may be restarted, or the tournament administration may decide to resolve the match based on the ranking of players at the time of the crash, if appropriate.

## 5.7 Game-Specific Prohibited Behaviour

### 5.7.1 Shortcutting

The use of routes or techniques not intended by the track's author is not allowed. It is the responsibility of participants to reach out to the tournament administration to check whether an alternative route or technique should be considered legal.

### 5.7.2 Custom Skins and Models

All participants throughout the tournament must use skins representing their club, while still adhering to any other part of this rulebook (offensive or profane imagery, restricted sponsors, etc.); flags and country identifiers are not allowed. In cases when a player does not represent any organization, they must use the default EWC skin provided by the organizers. All skins will be checked onsite before matches. Three-dimensional modification of car geometry is prohibited.

### 5.7.3 Horn

Use of the car horn is not allowed.

### 5.7.4 Third-Party Programs

Use of any software designed to gain an unfair advantage by affecting gameplay (such as Openplanet), using macros, or modifying the value/curve of key inputs beyond what would typically be considered achievable, is not allowed. Simple remapping of inputs is allowed.

## 5.8 Game-Specific Penalties

In addition to methods of sanction outlined in 6.1.1, the tournament administration reserves the right to apply penalties as they see fit, such as enforced DNFs and point adjustments.

## 5.9 Tournament Area Etiquette and Restrictions

Participants are expected to be respectful to referees and other competitors at all times. Disturbing other competitors during setup or tournament matches will not be tolerated, and may result in the offending party being disqualified. There must be no communication to or from

participants during tournament matches. No space is guaranteed for support staff, who may be asked to restrict their operations to external areas (outside of the tournament area).

## 6. Misconduct

### 6.13 Punctuality Penalties

#### 6.13.1 Player punctuality

For delays with players being ready at the start of a match, or between maps or breaks, participants will be sanctioned with 2 penalty points for every five minutes after the deadline. From 15 minutes onwards, a no show will be awarded.

#### 6.13.2 No show

Participants that won't be ready to play their match until 15 minutes after the scheduled start of the match, will lose it with the worst score possible and receive 10 penalty points.

## 7. Prize Distribution

| #      | Prize     |
|--------|-----------|
| Total: | \$500,000 |
| 1      | \$130,000 |
| 2      | \$70,000  |
| 3      | \$35,000  |
| 4      | \$25,000  |
| 5-6    | \$20,000  |
| 5-6    | \$20,000  |
| 7-8    | \$15,000  |
| 7-8    | \$15,000  |
| 9-12   | \$12,500  |
| 9-12   | \$12,500  |
| 9-12   | \$12,500  |
| 9-12   | \$12,500  |
| 13-16  | \$10,000  |
| 13-16  | \$10,000  |
| 13-16  | \$10,000  |

|       |          |
|-------|----------|
| 13-16 | \$10,000 |
| 17-20 | \$8,000  |
| 17-20 | \$8,000  |
| 17-20 | \$8,000  |
| 17-20 | \$8,000  |
| 21-24 | \$6,000  |
| 21-24 | \$6,000  |
| 21-24 | \$6,000  |
| 21-24 | \$6,000  |
| 25-28 | \$4,000  |
| 25-28 | \$4,000  |
| 25-28 | \$4,000  |
| 25-28 | \$4,000  |
| 29-32 | \$2,000  |
| 29-32 | \$2,000  |
| 29-32 | \$2,000  |
| 29-32 | \$2,000  |

## 8. Other

### 8.1 Equipment

EWC always provides monitors, computers, SSDs and noise-cancelling headphones. Participants have to bring their own peripherals (in particular: keyboard, mouse, mousepad, in-ear headphones with long enough cables, sound cards if needed) and are also responsible for maintaining a set of replacements in the event that their primary hardware fails. Keyboards for standard PC operation (match setup) will be provided for those who play with a controller or wheel, subject to availability. Our machines do not support PS2-keyboards. All player equipment is subject to the approval of the tournament administration. EWC reserves the right to deny the use of any equipment and/or device if they deem it to be providing an unfair competitive advantage. Participants might be asked to hand in their equipment for additional checks. Participants who want to use more than one piece of the same equipment need to ask the tournament administration for approval.

### 8.2 Flags and country identifiers

No flags and country identifiers are allowed to be present as part of player apparel or individual items during the tournament.

### 8.3 Internet access

Internet access on tournament computers is disabled for all participants.

## 9. Privacy and Data Protection

By participating in the Event, each Participant acknowledges that EF and/or the Tournament Organizer may process personal data as needed for the administration, operation, integrity, and enforcement of the Event and these Rules. Further information is set out in the applicable Privacy Policy made available on the EWC event website or otherwise provided to Participants.