

KCup

Rules

I. General Information	3
Section I - 1. General rules	3
Section I - 2. Application of the rules	3
Section I - 3. Registration	3
Section I - 4. Mappack	3
Section I - 5. Tournament phases	3
Section I - 6. Cash Prize	3
Section I - 7. Contact	4
II. Trackmania Rules	4
Section II - 1. Game version	4
Section II - 2. Server settings	4
III. Tournament Phase	5
Section III - 1. Format overview	5
Section III - 2. Play-Offs	5
Section III - 3. Match in « Rounds » gamemode	5
Section III - 4. Match in « Cup » gamemode	5
IV. Match procedures	6
Section IV - 1. Before match	6
Section IV - 2. Match interruption	6
Section IV - 3. Leaving during a match	6
Section IV - 4. Score validation	6
V. Conduct Rules	7
Section V - 1. Definition	7
Section V - 2. Forbidden behaviors	7
Section V - 3. Forbidden in-game actions	7
Section V - 4. Disqualification	7

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.

The registration to the KCup **is forbidden to players under 12 years of age. Players must have parental authorization to participate if minor.** NTWU reserves the right to verify the identities of each player as defined in French law: [Décret n° 2017-871 du 9 mai 2017](#).

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. Registration

Players who want to participate to the tournament must register themselves on <https://ntools.ntwu.events>.

Section I - 4. Mappack

The Mappack will be created by KCorp. Maps will be available on Trackmania on the multiplayer servers "KCup", in the solo campaign or on the discord server of the competition.

To download the maps, once on the server, just go to the advanced settings in order to save the current map.

Section I - 5. Tournament phases

The tournament will be organized the 31 August and 1st September 2020.

Section I - 6. Cash Prize

The cash prize for this edition is 600 €. The breakdown is as follows:

- 1st: 500 €
- 2nd: 100 €

If one of the winners is a player between the ages of 12 and 15, the money will be placed in escrow at the Banque des Territoires as defined in French law. The player will be able to recover the money at his majority.

Section I - 7. Contact

For any questions, notes or suggestions relative to this rulebook, please contact us:
By discord: <https://discord.gg/SnvamnR>

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 via Guestlist
- No spectators except those authorized by NTWU
- Maps: Defined by NTWU
- Time Limit after the first player arrives: 30 seconds
- Respawn: Enabled
- Warm-up : 1 round
- Opponents: Free
- Points repartition: Shown on the tournament tree

Match in Rounds mode:

- Rounds mode
- Points limit: None
- Rounds limit by map: 5

Match in Cup mode:

- Standard Cup mode
- Points limit: 100
- Rounds limit by map: 5
- Number of winners: 2

III. Tournament Phase

Section III - 1. Format overview

The format of the tournament can be adjusted according to the total number of participants and the schedule of the tournament. All rounds of the tournament will take place in Rounds or Cup mode. The 8 best players will be qualified for the Final Phase of the tournament.

Section III - 2. Play-Offs

Each match of the tree will consist of X players. In each match, participants meet in Rounds or Cup mode. At the end of the match, the X winners of each group will be qualified for the next turn of the tree. Losers will be eliminated from the tournament.

Section III - 3. Match in « Rounds » gamemode

A standard match is played in Rounds mode with X players with no points limit on X maps. At the end of each round, players earn a number of points corresponding to their finish position; details of points will be specified on the tournament management page. In case of a tie at the end of the match between several players, the player who earns the most points in the last round will be ranked ahead. If necessary, the points of the previous rounds can be used to decide.

Section III - 4. Match in « Cup » gamemode

A standard match is played in Cup mode with 4 players with a limit of 100 points (120 for the final). 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 map all 5 rounds. To win, the players must reach 100 points and finish first during the last round. We call "finalist" the player who has reach the 100 points and who must win again a round to win the match. The match end when all players' places are known. The first two players of the match are then qualified for the next round, the two latest are eliminated.

IV. Match procedures

Section IV - 1. Before match

NTWU will try as much as possible to give the players a chance to warm up before each match but due to time constraints, it will not be able to guarantee a minimum time.

Players will have to play on the servers defined by NTWU. The list of servers and the details of the rules will be communicated via the Discord server <https://discord.gg/SnvamnR> for each round of the tournament.

The match must start at the exact time indicated on the schedule; players must be ready to start at least 15 minutes before the indicated match time. The games will be started by administrators chosen by NTWU.

Section IV - 2. Match interruption

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

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

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

Section IV - 3. 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 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 - 4. 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 officers 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

Players 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.

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 one year.