

ESL Trackmania Premiership Season 10/II

Competition Season 6

Rulebook

1 Definitions

1.1 Participants

A Trackmania Premierhips participant is a team. Each player of a team, regardless of whether or not they have played, is a participant. A participant is not allowed to be in more than one team of the Competition Premierhip at the same time.

1.2 Team Positions

The following positions exist in teams.

1.2.1 Team Manager

The team manager is the spokesperson for the team and responsible for its lineup. They have the final word in all decisions that affect the team. This includes players, public announcements and the lineup. In normal cases the team manager is not allowed to play, exceptions see rule 1.2.4.

1.2.2 Team Captain

The team captain is selected by the team manager. The team captain acts as the extended arm of the team manager within the team but also to 'in-game' decisions and actions. The team captain is the sole person who can make 'in-game' objections to the tournament administration. In normal cases the team captain is not allowed to play, exceptions see rule 1.2.4.

1.2.3 Orga

An orga is a person who works “behind the scenes” and helps the team captain and the team manager with daily work such as scheduling matches. An orga is eligible for playing in all matches for their team. He counts as a normal player.

1.2.4 Exception for nonplaying positions

The team captain is the first non-playing member if the team is under the player limit. Both are allowed to play if the team has 2 players less than the player limit.

1.3 Time zone

All times are given in Central European Time (CET), or Central European Summer Time (CEST) during daylight savings.

1.4 Season

The season begins with the deadline for nominations and ends with the ESL Competition Premierhip Playoffs. Exception: For Relegation participants the season ends after ESL Trackmania Premierhips Relegation has taken place.

1.5 Match week

The match week begins at 0:01 CET on Sunday and ends at 23:59 CET on Saturday of the same week. The default match time is scheduled on Sunday 20:00 CET and Thursday 20:00 CET. The exception is the Premierleague, where the default match time is 20:30 CET on Sunday and Thursday.

1.6 Penalties

Penalty points are given for rule violations. For minor offences participants are given minor penalties and for greater offences they are given major penalties.

For each minor penalty point the teams ranking points get reduced by 0.1, for each major penalty point the teams ranking points get reduced by 1.

Should a participant collect penalties that total up to a point deduction of 3 major or 30 minor penalty points, they will be removed from the ongoing ESL Trackmania Premierships season.

Penalties given within the ESL Competition Premiership only apply to the Competition Premiership. The only exceptions are penalties for cheating or other severe violations of the rules.

1.7 Tournament Organization

The Competition Premiership is organized by the Electronic Sports League (ESL). The Electronic Sports League is operated by Turtle-Entertainment GmbH.

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2 Admin Structure

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3 General

3.1 Rules Change

The Electronic Sports League (ESL) reserves the right to change or expand the rules if necessary to. In special cases, decisions may be made which are not covered by the rules, to preserve spirit of fair competition and sportsmanship.

3.2 Internal Information

All contents of protest, support tickets or discussions with administrators are strictly confidential. The publication of such content is prohibited without written permission from the ESL Competition Premiership head.

3.3 Code of Conduct

All participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, ESL Radio and the ESL Competition Premiership administration. Being role models the participants are asked to represent the eSport, the ESL Competition Premiership and its sponsors in the public with dignity and humility.

3.4 Additional Agreements

The ESL Competition Premiership administration is not responsible for additional agreements between players or teams and these agreements are only allowed if they do not violate any of the existing rules. The ESL Competition Premiership administration advises against such agreements. The ESL Competition Premiership administration will not enforce any additional agreements.

3.5 Match Broadcasting

All broadcasting rights of ESL Competition Premiership matches are owned by the Turtle Entertainment GmbH. This includes all forms of broadcasts, i.e. IRC Bots, shoutcast streams, video streams, TMTV, Replays, Demos or TV broadcasts.

Turtle Entertainment GmbH can pass on the broadcasting rights for one or multiple matches to a third party or to the participants themselves. In this case the broadcast must be arranged with a head admin before the match. For contact information see 2.

A participant cannot refuse to have their matches broadcasted, nor can they choose in what way it will be broadcasted.

3.6 Communication

3.6.1 Players' forum

At the start of each season the team captain and the team manager will be added to the player advice forum. They can decide to give the permission to other players in the team to get access to player advice forum. A team cant appoint more than 2 people that have access to the player advice forum.

The player advice forum is the primary official communication platform between all the players and the admin team.

All information within this forum is to be kept between the admin team and the participants of the player advice forum. Information or statements placed inside this forum by the admin team are not to be made.

3.6.2 E-Mail

One of the official means of communication on ESL is e-mail. ESL uses the e-mail addresses entered in the users' profile to communicate with the users. All users are therefore asked to use a working e-mail address in their profile and to check the content of their mailbox daily if possible. ESL can not be held responsible for problems arising if e-mail does not arrive because the recipient did not keep his account up to date.

3.6.3 IRC

In addition to the players' forum ESL owns a number of internal IRC channels on QuakeNet. To enable quick and easy communication ESL asks all participants to join those channels. The credentials needed to join the channels can be found on the players' forum.

3.7 Conditions of participation in the ESL Competition Premiership

For participation in the ESL Competition Premiership (<http://www.esl.eu/eu/tmnf/premierships/competition/season6/>), the following conditions apply:

3.7.1 General

For the ESL Competition Premiership all teams have to create and provide a special ESL team account that is not participating in any other leagues on the ESL. The team must have a team logo. The team name may have a sponsor as an extension. It must have a headquarters (the city that the team/management comes from) indicated on the team page and a homepage entered. It needs to have a team captain set. The listing of 'honorary' or 'inactive' members in an ESL Competition Premiership team account is not allowed.

The number of playing people per team is restricted by:

Premierleague: 11

2nd League: 13

3rd League: 16

4th League: 21

See Rule 1.2.4 about managers and captains.

If a team account does not correspond to the above requirements, then for every match week, until the requirements are met, three (3) minor penalty will be awarded.

3.7.2 Team Name

Changes to the team's name during the season must be reported to the league management for approval.

3.7.3 Gameaccount

Each player has to have their game account entered on their ESL profile. This is the Trackmania Nations Forever login name. It can be found in your 'Profile' ingame at 'login'.

3.8 Player Changes, New Players

During the ESL Competition Premiership Season each team is allowed to add up to 3 new players to their account. The season officially starts with the player adding deadline. Everyone not added or kicked by then is regarded as a new player. Players which were already part of a team participating in the ESL Competition Premiership are not allowed to play for another team in the Competition Premiership for the rest of the season.

Every new player has to be announced via a support ticket prior to being added so the tournament administration can check his eligibility. Violations of this rule may be punished with up to six (6) minor penalty points.

If a team is unable to compete, e.g. due to a lack of eligible players, the team is excluded from the ESL Competition Premiership. It is therefore advised to add substitute players in order to compensate possible departures of starting players.

Between seasons, there is no limit on adding new players.

3.9 Player Barrages, Qualification and Relegation tournaments

Qualification tournaments, relegation tournaments and playoffs are still part of the season and therefore subject to the terms and conditions for new players. A team playing in the playoffs / relegation tournament is not allowed to add new players between the end of the regular season and the playoffs / relegation tournament even if they have not used up their new player contingent of 3 new players during the regular season.

Players are eligible to play if they are added before a deadline specified by the tournament administration. All players added less than 7 days before the tournament need a special permission by the tournament administration to be eligible. It is not allowed to add new players just for the occasion.

3.10 Player Contracts

It is not allowed for players to have contracts with multiple teams participating in the ESL Competition Premiership. If ESL receives evidence that a player has signed a contract or entered oral or written agreements in regards of the participation in the ESL Trackmania Premierships with a team other than the one he was nominated by, ESL reserves the right to exclude the player from the ESL Trackmania Premierships until his contractual situation has been resolved.

A player is allowed to play for another team if his own team reached the playerlimit.

3.11 Replacement Participants

If a participant forced to withdraw from the ESL Competition Premiership within the first 2 matches, a replacement will be taken from the replacement list. The replacement list contains the next places in the Team Rounds Ladder. The matches that the dropped participants played will be re-played with the replacement participant. The results of the matches already played by the dropped participant are voided; match bonuses will be redistributed to the re-played matches.

3.12 Direct Promotions in the Competition Premiership

The top two (2) participants of the Second League of the ESL Trackmania Premierhips Competition qualify for the ESL Trackmania Premierhips Competition Premier League. The top one (1) participants of the Third League of the ESL Trackmania Premierhips Competition qualify for the ESL Trackmania Premierhips Competition Second League. The top three (3) participants of the Fourth League of the ESL Trackmania Premierhips Competition qualify for the ESL Trackmania Premierhips Competition Third League.

The league administration reserves the right to ban teams or players from participating in the ESL Competition Premiership in case they have not shown the appropriate behavior or sportive spirit required for the ESL Competition Premiership in the past.

If a team is demoted from the ESL Competition Premiership, the respective organization is not allowed to take in another team qualified for the next season. If the administration receives evidence of an attempt to circumvent this rule in any way it reserves the right to disqualify all involved parties from the next season.

3.13 Relegations

There are two (2) Relegation tournaments in the Trackmania Premierhips Competition. The Relegations cup layout will be as follows:

- **Premierleague – 2nd League**
- Single Elimination + Tennis Mode
- the one (1) Premier League participant ranked 8th.
- the one (1) Second League participant ranked 3nd.
- **2nd League – 3rd League**
- Double Elimination
- the two (2) Second League participants ranked 7th and 8th.
- the two (2) Third League participants ranked 2nd in each group.

3.14 **Ranking**

If at the end of ESL Trackmania Premierhips season two participants have the same amount of points in the rankings, the score of the direct encounter will be used to determine the ranking. If the direct encounter was a tie the aggregate submatch score is the deciding factor. If multiple participants have the same amount of points and an equal submatch score the small rounds points decides. If even now everything is tied up, a 'mini ranking' just including the tied participants will be created. If this 'mini ranking' still has multiple teams tied, the process is repeated until a clear ranking has been established. If it's not possible to determine a winner with this method a decider tournaments in round robin system will be played.

3.15 **Fixtures and Wildcards**

At the beginning of a season, the fixtures for the entire season are generated. The schedules are fixed and can only be postponed using a wildcard. Each participant has a two (2) wildcards for each season. It is possible to move a match +-4 hours on the day if all parties agree. If a match needs to be move more than 4 hours a wildcard needs to be used. Moving the match more than +-4 hour needs the approval of the tournament administration. If a participant needs to move a match but no longer has a wildcard available, the participant receives (1) major penalty instead.

Every Team has 2 Wildcards.

The Team who drew the Wildcard has 24 hours time to propose 3 new dates for a rematch in the matchcomments which have to take place within 10 days after the default date. The other team has 48 hours to react. If the other Team disagree with all proposals, it has the chance to propose 3! dates for a rematch which has to be placed within the 14 days after the default date deadline. The Team who took the wildcard has to accept one of them, and the match has to be played. The official date for the rematch has to be confirmed in the Wildcard Protest Ticket by both sides.

If it's not possible to arrange a rematch within the next 14 days, the Match has to be played on the last chance default date, on the next Tuesday after the end of the 14 days deadline at 20:00 CET. And the team that drew the wildcard gets four (4) minor Penaltypoints.

If a team posts their propose too late the penalty depends on the time the proposal got posted. After the 24/48h Time period: one (1) minor penalty point for the team. Additionally one (1) minor penalty point for the team will be added every 6 hours, until the propose was placed.

Exception: For playday 9 in the Premiership no wildcards can be used. All matches have to be played on the default scheduled date.

3.16 **Wildcards**

Wildcards can be drawn at any time before the start of the match. This penalty will also be awarded to a participant if a wildcard was removed from their account for other reasons.

In addition, if wildcards are drawn within the periods listed below additional penalties are awarded:

- between 48 and 24 hours before the match start: three (3) minor penalty
- between 24 and 2 hours before the match start: six (6) minor penalties
- Less than 2 hours before the match start: nine (9) minor penalties
- After defaulttime/ not showing up: twelve (12) minor penalties

4 Game Progress

4.1 Before the match

4.1.1 Match mode

The match consists of 4 submatches.

- one 1on1 gives you 1 point
- one 2on2 gives you 1 point
- one 3on3 gives you 2 points
- one 5on5 gives you 2 points
- That makes a total of six (6) points. Those points need to be entered into the result sheet. All submatches needs to be played on the scheduled match date. You may be able to move the 1on1 OR the 2on2 without using a wildcard if your opponent agrees. However if want to move more than one (1) submatch or one of the team submatches you need a wildcard.

4.1.2 Server settings

4.1.2.1 Global

Game Name: user-defined (we recommend to use smth. like: "ESL team1 vs. team2")

Game Mode: Teams

Comment: user-defined

Ladder Limit Min: 0.0

Ladder Limit Max: unlimited

Password: user-defined (but we advise to have one)

Max Spectators: user-defined (You have to arrange a number with your opponent)

Password Spectator: user-defined (but we recommend to have one)

Ladder Mode: Forced

Warm-up phase duration: 0

Alternate Rules: enabled

Allow track download: enabled

Callvote Threshold: 51%

Callvote Timeout: 1:00

Chat Time: 0:10:00

Accept referees: disabled

4.1.2.2 1on1 / 2on2 / 3on3 / 5on5

Max Players: 2 / 4 / 6 / 10

Point Limit: 7 / 5 / 7 / 7

Max points: 2 / 4 / 6 / 10

4.1.3 Relays

In the Premierleague all teams are forced to have a public relay to connect for the matches. The relay has to be posted with the lineup at least 30mins before the match. You can contact the admin staff if you need a relayserver. Violences against this rule can be punished with one (1) minor penalty point.

4.1.4 Maps

The maps are chosen by the administrative staff. Each season has it's own map pack. The map pack Competition consists of 9 maps. 3 maps are released on the 13th of august and 3 times 2 tracks are released during the season. For the other dates and the mapcycle have a look at this news: <http://www.esl.eu/eu/tmnf/news/131079/>. The 1on1 and the 5on5 is played on one map, the 2on2 is played on a second map and the 3on3 is played on a third map. The maps are fixed for each playday.

4.1.5 Pre-match statements

Each participant is asked to submit a pre-match statement before the start of the match. These statements are written and submitted as a match report (not in match comments). The statements must be made in an appropriate layout and need to consist of at least 50 words. Abbreviations are counted as a word.

4.1.6 Lineup

The lineup has to be submitted at least 30 minutes before the match is scheduled to begin. The lineup is written and submitted as a match report (not in match comments). The 1on1 player can not be entered in the 2on2. You do not need to enter the 3on3 and 5on5 lineup – it is free. You may enter a maximum of 1 substitution player for 1on1 and 2on2. Beside the 1v1, every player is only allowed to play 2 out of the remaining three (2v2 / 3v3 / 5v5) submatches.

4.1.7 Match start

All matches in the ESL Competition Premiership are to begin at the time shown on the website. Changes must be confirmed by the tournament administration. If the change is denied, it is possible to use a wildcard instead. As the matches need to start at the scheduled time it is advised to be present on the game server and ready to play at the scheduled start time of the match.

4.1.8 Delays

Each participant needs to be present and ready to play at the scheduled match start time. Each team has a total waiting time of 20 minutes, starting with the match time, to wait for absent players. Waiting for players will get added up. If the time expires they need to replace the missing player by their substitution player (if still possible) or the opponent needs to report a no-show in a protest.

4.2 In the match

4.2.1 Changing players

It is not allowed to change the players during the map in an ESL Competition Premiership match. It is allowed to change players between the maps. "Changing rounds" on a new map don't count as warm up rounds.

A potential exception may be rule 4.2.2. "Player Drops".

4.2.2 Player Drops

If during the course of a game, one of the players drops out of the game and causes play to be interrupted, the following applies:

The current round is finished and counted. The remaining rounds are played after the player rejoins. You need to wait at least 5 minutes for a dropped player.

4.2.3 No Show

If a team fails to turn up for a match the opponent has to wait 20 minutes. After this waiting time expires they have to open a match protest to report the no show. A new date needs to get arranged. No showed matches need to be played in the same way and times as wildcarded matches see rule 3.16. There are no default wins for no shows. You can find the penalties of no shows in chapter 5 "Penalty Point Catalogue".

If a player fails to turn up it can be replaced by the entered substitution player. The substitution player needs to be there when the match starts. Otherwise he is not able to substitute. Only substitution players listed in the pre-match report are able to play. There can't be more than one (1) substitution player.

4.3 After the match

4.3.1 Match result

The result has to be entered and confirmed by participants immediately after the end of the match. A protest can also be filed on a confirmed match. Furthermore all match media need to be uploaded.

4.3.2 Match Media

To verify the match's result to the tournament administration and the opponent a result screenshot from each submatch needs to be uploaded. Please name the screenshot in an eloquent form, for example: "1on1 7-3".

4.3.3 Storage of Match media

All match media (screenshots, demos / replays, etc.) need to be stored locally by the players for at least two (2) weeks. In case of a match protest all match media needs to be stored locally by the players for at least 2 weeks after the match protest has been resolved. Upon request of the tournament administration all at match media has to be uploaded to the ESL website.

4.3.4 Protest guidelines

- A protest may only be opened within 72 hours after the start of the match through the appropriate [protest form](#). Protests received by other means or too late will be thrown out.
- A protest is made if problems arise during a match. It may even be filed during a match, e.g. when Server settings are wrong.
- A protest is a means of communication between the administration and the involved parties. It is advised that only one representative per team takes part in the protest. The individual participant accused of a wrongdoing may, of course, also post comments their defence.
- A protest has to contain exact and information about why the protest was filed. A simple “they are cheaters” is not sufficient. Furthermore it is required that all entries are made in proper English. It is also required that the text is properly formatted and easily readable. It’s expected that all participants are able to write intelligible English.
- Insults in the course of a protest are punished with penalty points and may in bad cases lead to the closure of the protest in favor of the other party.

5 Penalty Point Catalogue

5.1 General

If a player or a team violates one or more of the league rules, they will be punished according to the degree of the infringement. This penalty catalogue entails a list of which offences penalties may be awarded to players and teams.

The administration will decide whether an offence has affected the outcome of the match to an extent that it can not be counted and must be repeated.

The ESL Competition Premiership administration reserves the right to give penalties not covered by this catalogue or give different penalties than the ones listed here.

Player penalties are always awarded to the team as well.

At the beginning of each season, the penalties from the previous season are removed from all participants. However, penalties accumulated in the relegation or qualification tournaments prior to the season will persist throughout the regular season. Existing penalties added on individual players in the team tournaments will not be removed.

5.2 Violations of the netiquette

As in daily life, a certain degree of courtesy should be preserved between players and teams of the ESL Trackmania Premierhips. Violations of this rule will be punished depending on the severity and frequency.

5.2.1 Insults

All insults occurring in connection with the ESL Competition Premiership will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guestbooks, support and protest tickets, etc.). Insults on IRC, IM programs, E-mail or other means of communication will be punished if they can be linked to the ESL Trackmania Premierhips and the evidence is clear. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player.

Depending on the nature and severity of the insult the penalty will be assigned to the team. Players of a team may also be barred from playing for one or more match weeks.

5.2.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the ESL Competition Premiership.

Spamming on the website (forums, match comments, player guestbook, support and protest tickets, etc.) will be punished depending on the nature and severity.

5.3 Unsportsmanlike behavior

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with three (3) to six (6) minor penalties. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

5.3.1 Lineups

If a team posts their lineup too late the penalty depends on the time the lineup got posted:

- 1 Minor for posting the Lineup between 30 and 20 min before the match
- 2 Minor for posting the Lineup between 20 and 10 min before the match
- 3 Minor for posting the Lineup between 10 min before the match and matchtime
- 6 Minor for posting the Lineup afterthe matchtime
- 9 Minor for not posting the Lineup

5.3.2 Delays

If a participant is not present and ready to play at the scheduled match start time, one (1) minor penalty will be awarded. If a participant is not ready 15 minutes after the scheduled starting time (2) minor penalties will be awarded.

5.3.3 Respawn

It is not allowed to respawn to the last checkpoint passed through. However if both parties agree, it can be allowed. If there is no agreement violations against this rule will be punished with one (1) minor penalties for the team.

5.3.4 Failure to turn up

If a team fails to turn up for a match it will get twelve (12) minor penalty point and a wildcard removed.

5.3.5 In game spam

Up to nine (9) minor penalties may be awarded for the abuse of the game's chat functions if it's used for excessive spamming, in order to distract the opponents or to disrupt the game. These functions are solely meant for communication with the opponent and the match admin.

5.3.6 Horn

Obtrusive and frequent horning during a match is forbidden. Binding the horn to a common used key (accelerate, brake, turn, tab) is not allowed. The punishment for abuse of the horn is up to nine (9) minor penalties depending on the severity.

5.3.7 Kicking players from the game server

Twelve (12) minor penalties will be awarded for kicking players from the game server. It is prohibited to kick players of the opposing team from the server during a match. The match admin present on the game server decides whether the kick affected the outcome of the match. A rematch may be set in grave cases.

5.3.8 Using cuts

Using cuts is forbidden and will result in one (1) major penalties point.

5.3.9 Manipulated or wrong server settings

Both parties need to check the server settings. Wrong server settings must be corrected before the match starts. If wrong server settings are noticed early in the match they have to be corrected immediately. If it's not possible to correct the settings, e.g. the server owner is unwilling to fix them, the match has to be stopped and a protest may be filed by the affected party. If the wrong server settings will influence outcome of the match, the match has to be restarted as soon as either side requests a restart. If the wrong server settings remain undetected until late in the match, both teams will be held responsible. The settings have to be -if possible -corrected. The match will, however, only be repeated if both teams request a rematch.

Non-relevant server settings: Six (6) minor penalties are awarded when server settings are wrong or changed that have no or only slight influence on the game.

Decisive Game Server Settings: Twelve (12) minor penalties when server settings are wrong or changed that have a large influence on the game.

5.4 Attempts of Deception

The attempt to deceive the administration or other players using false or fictitious information, statements or data is punishable as follows:

5.4.1 Fake result

Twelve (12) minor penalties are awarded for entering a fake result, for example: if the opponent leaves the server prematurely or refuses to play the match. If anything is unclear, e.g. the players cannot agree on a solution, a protest always has to be filed.

5.4.2 Missing or Fake match media

Match media includes all records, such as e.g. Demos, screenshots, or logs, that are produced in the context of a match. Missing Match Media is prohibited and will be punished with three (3) minor penalty point. The counterfeiting of Match Media is prohibited and will be punished depending on the seriousness with one (1) to twelve (12) minor penalties.

If counterfeit match media is submitted and there is a suspicion of cheating the punishment is increased to eighteen (18) minor penalties.

5.4.3 Miscellaneous deceptions

Other attempts to deceive an admin or another player, depending on the severity, will be punished at the discretion of the administrators with one (1) to twelve (12) minor penalties.

5.5 Use of ineligible Players

The use of an ineligible player is punished with one (1) major penalty.

5.6 Ringer/Faker

One (1) major penalty point will be given if a player is found to be playing under the name of another player.