



ESWC 2008 USA NATIONAL QUALIFIERS

**TrackMania Nations ESWC
ONLINE COMPETITION GUIDE**



1.01 TRACKMANIA NATIONS ESWC

Electronic Sports World Cup 2008 uses the game TrackMania Nations ESWC (NADEO) in a race of 4 in-game players.

1.02 REGULATION

The rules and regulations of TrackMania Nations ESWC discipline are decided and written by the Regulation Committee (RC) of the Electronic Sports World Cup. This committee reserves the right to modify the rules and regulations from time to time without notice. It is encouraged to review these rules and regulations from time to time in order to be apprised of any changes.

1.03 ENFORCEMENT

The present regulation will be used during Electronic Sports World Cup 2008 national preliminaries.

2.01 STANDARD GAME

A “three tracks match” is played on three tracks with 4 players in Round mode. Each race on each track result awards “group points” as follows: 10 for the first place, 6 for the second place, 4 for the third place and 3 for the last place. At the end of the three tracks, the following criteria will apply in order to determine the distinct position of each participant:

- a) higher number of points obtained in all the races matches;
- b) higher number of points obtained in the third track played among the remaining tied participants;
- c) higher position in the last race of the third track played among the remaining tied participants;

The two advancing participants in each group qualify for the next stage of the tournament.

2.02 TOURNAMENT FORMAT

The tournament will be conducted in two stages. The first stage is a single-elimination with two racers advancing from each “three tracks match” of 4 players until only 8 racers remain. The 8 remaining racers will compete in a double-elimination stage where there will be upper and lower brackets and racers not finishing top two in consecutive “three tracks match” will be eliminated from the final Round of 4 players. Racers coming from the upper bracket of the double-elimination final stage will start the final Round with 10 more points than the racers coming from the lower bracket.

2.03 SCHEDULE

Registrants	Stage 1	Stage 2	Stage 3	Stage 4	Stage5	Finals
32	32 --> 16	16 --> 8	8 Player Double Elimination			

One round of single elimination matches will be played at each stage until 8 racers remain. In the double elimination stage, two upper and two lower rounds will be played until there are two upper bracket racers and two lower bracket racers. Races will begin at 9:00 PM EST but can be re-scheduled as late as 10:30 PM EST if mutually agreed upon by the competitors (and approved by the tournament administrator) on a scheduled match night. A tournament administrator must approve any reschedule or the reschedule will be invalid.

Any participant not showing up on a scheduled match will forfeit the match and no re-matches will be played. Any match that is not played on a schedule match night is ruled as a forfeit to all participants in the group of 4 racers.

Any matches that are not played by 11:30 pm EST will be ruled as a double forfeit.

3.01 GAME VERSION

The competition uses the latest version of TrackMania Nations ESWC.

3.02 GAME SETTINGS

The following game settings will be used by default for standard match:

- Mode: Round
- Max Player: 4
- Point Limit: 40
- Use alternate rules: no
- Random Map Order: 1
- Opponents: Always Visible

Racers must use the default car model of the game.

3.03 MAPS LIST

Each two months a new list of 8 tracks is used for the competition. The ESWC Committee will publish the two-monthly track list at the end of the preceding month. These packs of tracks will be available prior to the tournament for download from the ESWC USA Resources page: <http://register.eswc-usa.com/?a=eswc&eventid=1101>

3.04 RESTRICTIONS

Participants may not install or use any external software or hardware that inter-acts in-game, any form of modification that would alter the game or allow a player to execute automatically more than one in-game action, or any configuration file, unless expressly authorized by a tournament administrators.

4.01 BEFORE THE MATCH

Matches are played according to the tournament structure and the schedule provided by the tournament officials. Participants are encouraged to keep themselves informed about the schedule in order to avoid any delay or default loss.

All players should meet on the Gamesurge IRC channel #eswc.usa 30 minutes before their scheduled match to receive server assignments and check in with tournament officials.

Maps will be pre-selected by tournament officials each tournament round and made available to players prior to their matches. Players may access their schedules by logging into <http://www.eswc-usa.com> and viewing their **My Matches** page.

4.02 DURING THE MATCH

An official match may only be started and played when a tournament administrator has given the signal to start it. Any match started without approval of a tournament administrator will be considered as a non-official match. When a match involves the racers to be ready, racers have one (1) minute after the signal to be ready and start the match.

During an official match, players may not communicate with people not involved in the match even when there are pauses in the game. People involved in the match are the players and the tournament administrator.

Players are not expected to leave an official game in progress unless it is authorized by the match format or it has been expressly authorized by the tournament administrator.

If a game is involuntary interrupted (player crash, server crash, network cuts ...) the tournament officials may decide to replay the game according to the following rules:

- a) If a player crashed before the end of the first race of the first track the whole match will be replayed.
- b) If the problem took place after a race has been finished, the game will be restarted with the remaining race, track and the scores of the interrupted game will be added to the new game.

A player is not allowed to “pause” the game during the current game unless it has been expressly authorized by the tournament officials.

4.03 AFTER THE MATCH

At the end of the match, the top two advancing racers must report Round point totals for all racers in the group to the tournament administrator.

5.01 WARNINGS AND SANCTIONS

A player may be cautioned and receive a warning if s/he commits any of the following offences:

- refuses to follow tournament administrator instructions
- arrives late for scheduled matches
- shows dissent by word or action
- uses insulting language and/or gestures
- is guilty of unsportsmanlike behavior

A player may be disqualified if s/he commits any of the following offences:

- receives more than one warning
- uses any 3rd party programs or cheats
- misleads or dupes any tournament official
- is not present at his/her match schedule
- violates a rule of this regulation

A disqualified player will automatically lose all his/her next matches by default and loses all rights and prizes that would have been awarded. There will be no refunds for any entry fee for disqualified players. In a group stage, the previous matches' results within the group are cancelled and are also lost by default. All points won or lost are backwardly re-distributed.

After study of the infringement by the tournament administrator, a disqualified player may be subject to additional sanctions such as multiple default loss and banishment of next year's competition.