



Season 2025

Rulebook

Version: 1-05-08-2025

Introduction.....	5
Scope of the Rulebook.....	5
1. Trackmania World Tour 2025 definitions.....	6
1.1 The Trackmania World Tour 2025.....	6
1.2 Regions.....	6
Europe, Middle-East & Africa ("EMEA Region"):	6
Asia Pacific ("APAC Region"):	6
North, Central, South America ("NCSA Region"):	7
1.3 Homologated Tournaments.....	7
1.4 Regional Rankings.....	7
1.5 Team.....	7
1.6 Player.....	7
1.7 Tournament Organizer.....	7
1.8 Competition platform.....	8
2. Acceptance and amendment of the TMWT 2025 Rulebook.....	8
2.1 Acknowledgement and Acceptance of the TMWT 2025 Rulebook.....	8
2.2 TMWT 2025 Rulebook modification.....	9
2.3 Notification.....	9
3. Trackmania World Tour 2025 Competition Rules.....	9
3.1 Trackmania World Tour 2025 format.....	9
3.2 Stage One.....	9
3.2.1 Definition.....	9
3.2.2 Stage One dates.....	10
3.3 Stage Two.....	10
3.3.1 Definition.....	10

3.3.2 Stage Two dates.....	10
3.4 Trackmania World Cup 2025.....	10
3.4.1 Definition.....	10
3.4.2 Rules and format.....	10
3.4.3 Access.....	10
Replacement.....	11
Regional Ranking closing date.....	11
3.4.4 Dates.....	12
3.4.5 Awards.....	12
3.5 Regional Rankings.....	12
3.5.1 Définition.....	12
3.6 Stage One and Stage Two Global Playoffs.....	12
3.6.1 Definition.....	12
3.6.2 Rules.....	12
3.6.3 Access.....	13
Replacement.....	13
Regional Ranking closing dates.....	14
3.6.4 Dates.....	14
3.6.5 Awards.....	14
3.7 Homologated Tournaments.....	14
3.7.1 Définition.....	14
3.7.2 Homologated Categories.....	14
3.7.3 Points distribution table.....	15
3.7.4 Homologated tournament invitational slot limitation.....	16
3.7.5 Homologated tournament invited Team specific rule.....	16
3.8 Official Tournament rules.....	16
3.8.2 Rules and format.....	16
3.8.3 Seeding.....	17
Stage One:.....	17
Stage Two:.....	18
3.8.5 Access.....	18
3.9 Community Tournament rules.....	18
3.9.2 Rules and format.....	18
3.9.3 Seeding.....	19
3.9.5 Access.....	19
4. Game rules.....	19
4.1 Game version.....	19
4.2 Game format and mode.....	19
4.2.1 Main game mode.....	19
4.2.2 Additional game mode.....	20
4.3 TMWT Teams Match formats.....	20
4.3.1 Match formats.....	20
4.3.2 Game parameters.....	20
4.3.3 Pick and Ban.....	20

4.4 Skins.....	21
4.5 Authorized software and plug-ins.....	21
4.6 Tracks.....	21
4.6.1 Stage One official track pack.....	21
4.6.2 Stage Two official track pack.....	21
4.7 Track characteristics.....	22
5. Conditions of participation eligibility.....	22
5.1 Player.....	22
5.1.1 Definition.....	22
5.1.2 Age limit.....	22
5.1.3 Parental consent.....	23
5.1.4 Nationality.....	23
5.1.5 Player with multiple nationalities.....	23
5.1.6 Compliance with local labor and immigration laws.....	23
5.1.7 UBISOFT account in good standing.....	23
5.1.8 UBISOFT Club Access.....	23
5.1.9 Competition platform account.....	24
5.1.10 No suspension from competition.....	24
5.2 Team.....	24
5.2.1 Definition.....	24
5.2.2 Team composition.....	24
Minimum Team composition.....	24
Maximum Team Composition.....	25
5.2.3 Team Composition restriction.....	25
Regional Ranking.....	25
Team Roster nationality.....	25
5.2.4 Team Owner.....	25
5.2.5 Other Team staff members.....	26
5.2.6 Team registration process.....	26
5.2.7 Team Owner account replacement.....	26
5.2.8 Team property transfer.....	27
Effect of a Team property transfer.....	27
Team property limitation.....	27
5.2.9 Team disband.....	27
5.2.10 Insufficient number of Starters and Stand-in Player.....	27
5.2.11 Transfer Window.....	28
5.2.12 Transfer Process.....	28
6. Rules of good conduct and sportsmanship.....	28
7. Sanctions and penalties.....	30
7.1 Definition and scope of sanctions and penalties.....	30
7.2 Notification and enforcement.....	31
8. Miscellaneous.....	31
8.1 Reserved rights.....	31
8.1.1 Exclusive rights.....	31

8.2 Homologated Tournament Organizer.....	32
8.3 Confidentiality.....	32
8.4 Privacy.....	32
8.5 Teams and Players Name, likeness and logo.....	34
8.5.1 Name and likeness of Participants.....	34
8.5.2 Team's logos.....	34
8.5.3 Scope of the license.....	35
8.6 Sponsorship and product placements.....	35
8.6.1 Sponsoring.....	35
8.6.2. Product Placements.....	36
8.7. Livestreaming policy.....	37

Introduction

The 2025 Trackmania World Tour season opens a new dimension to the annual Trackmania esports circuit. It is aimed at amateur and professional players as well as tournament organizers who drive the Trackmania community on a daily basis.

The Trackmania World Tour 2025 offers teams and players the opportunity to compete in official and community-organized tournaments to earn points in Regional Rankings to qualify for Global Playoffs and the Trackmania World Cup 2025.

The Trackmania World Cup 2025 will put the title of world champion at stake between the four best teams of the season.

Moreover, the Trackmania World Tour 2025 is intended to be inclusive and open to all Trackmania stakeholders who participate bringing its community to life. Community organizers can contribute to the emergence of future champions and feeding into the Regional Rankings by getting homologation to their tournaments.

Scope of the Rulebook

This rulebook applies within the context of the Trackmania World Tour for Season 2025 (“TMWT 2025” or “Trackmania World Tour 2025”) and to any Homologated Tournament part of TMWT 2025. This rulebook aims at providing and codifying a structured and consistent set of global rules and standards enforceable across all levels of competition for everyone and every organization partaking in TMWT 2025, and in particular the Teams (as defined in Section 5). Participation in any competitions part of TMWT 2025 is conditioned to the acceptance of the following rules and standards (collectively the “Rules”):

- The rules and penalties contained in the present rulebook, as updated, amended or supplemented from time to time (the “**TMWT 2025 Rulebook**”); and
- The Tournament Rules issued by each Homologated Tournament Organizer for the Trackmania World Tour 2025, which will be provided or made available in advance by the applicable Tournament Organizer of the Homologated Tournament (the “**Tournament Rules**”); and
- The UBISOFT “[Code of Conduct: The way we play](#)” establishing a set of core guidelines that all teams, players, partners, and employees must follow when participating in activities associated with UBISOFT’s products or services, both online and offline (the “**Code of Conduct**”)
- The [Trackmania Code of Conduct](#) setting forth the acceptable behavior of each and any player playing the game Trackmania (the “**Trackmania Code of Conduct**”) and
- [UBISOFT Terms of Use](#) (“**UBISOFT Terms of Use**”).
- The privacy notice provided for in **Section 8.4** shall also be read carefully in order to participate in TMWT 2025. If any questions arise regarding the way UBISOFT processes Personal Data as part of the TMWT 2025, please contact UBISOFT’s Data Protection Officer: [here](#)

Any capitalized term in this Rulebook which is not listed above shall have the meaning

ascribed to these terms in the TMWT 2025 Rulebook.

1. Trackmania World Tour 2025 definitions

1.1 The Trackmania World Tour 2025

The Trackmania World Tour 2025 is the official Trackmania competition organized by UBISOFT and TOORNAMENT. It is a combination of 2 Stages (see Sections 3.2 and 3.3) made of several competitions run across multiple regions of the world taking place during offline and online events, establishing the official Team Trackmania competitive scene. The Trackmania World Tour features Homologated Tournaments (see Section 1.3) during the Stage One and Stage Two of the Trackmania World Tour 2025 (see Section 3.2 and 3.3) and that culminates with the Trackmania Trackmania World Cup 2025 (see Section 3.4).

1.2 Regions

Regions of the Trackmania World Tour 2025 are composed as follows (the “Regions”):

Europe, Middle-East & Africa (“EMEA Region”):

The EMEA Region includes the following countries:

Andorra, Albania, Armenia, Austria, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Republic of Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Reunion, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Ukraine, United Kingdom of Great Britain, Northern Ireland, Algeria, Azerbaijan, Bahrain, Chad, Djibouti, Egypt, Israel, Iraq, Jordan, Kuwait, Libya, Mauritania, Morocco, Niger, Oman, Palestine, Qatar, Saudi Arabia, Tunisia, Turkey, United Arab Emirates, Angola, Benin, Botswana, Burkina Faso, Cameroon, Cape Verde, Central African Republic, Comoros, Congo (Brazzaville), Congo (Democratic Republic), Côte d'Ivoire, Equatorial Guinea, Ethiopia, Gabon, The Gambia, Ghana, Guinea-Bissau, Lesotho, Madagascar, Malawi, Mali, Mauritius, Mozambique, Namibia, Nigeria, Rwanda, Sao Tome and Principe, Senegal, Seychelles, South Africa, Swaziland, Togo, Uganda, and Zambia.

Asia Pacific (“APAC Region”):

The APAC Region includes the following countries:

Bangladesh, Bhutan, Brunei, Cambodia, China, Chinese-Taipei, India, Hong Kong (SAR), Indonesia, Japan, Laos, Macao, Malaysia, Maldives, Mongolia, Myanmar, Nepal, Pakistan, the Philippines, Singapore, South Korea, Thailand, Timor-Leste, Russia (Ural Federal District, Siberian Federal District, Far Eastern Federal District), Vietnam, Kazakhstan, Kyrgyzstan, Tajikistan, Turkmenistan, Uzbekistan, Australia, New Zealand, and Polynesian Nations.

North, Central, South America ("NCSA Region"):

The NCSA Region includes the following countries:

Bahamas, Canada, Columbia, Costa Rica, Dominica, Dominican Republic, El Salvador, Guatemala, Honduras, Jamaica, Nicaragua, Panama, United States of America, Brazil, Mexico, Argentina, Chile, Peru, Uruguay, Paraguay, Suriname, Guyana, Venezuela, Caribbean Islands and Bolivia.

1.3 Homologated Tournaments

A Homologated Tournament is a Trackmania tournament managed by a Tournament Organizer (as defined in Section 1.7) that has received a community or custom license and has been homologated by UBISOFT and TOORNAMENT to contribute to the Trackmania World Tour 2025. Each Homologated Tournament contributes to the Trackmania World Tour 2025 by awarding points to Teams in the Regional Rankings (as defined in Section 3.7.3).

1.4 Regional Rankings

Each Region has its own Regional Ranking which lists all local Teams which have won points in a Homologated Tournament during the Trackmania World Tour 2025. Teams are ranked from the highest number of points to the lowest number of points won. The Regional Ranking rules and operation are defined by the rules of section 3.5.

1.5 Team

A Team is an eligible team who participates in the Trackmania World Tour 2025 and agrees to abide by these Rules. The eligibility of a Team in the Trackmania World Tour 2025 is defined by the rules of Section 5.

1.6 Player

A Player is an eligible player who participates in the Trackmania World Tour 2025 as part of a Team and agrees to abide by these Rules. The eligibility of a Player in the Trackmania World Tour 2025 is defined by the rules of section 5.1.

1.7 Tournament Organizer

The Tournament Organizer is the entity that organizes a Homologated Tournament part of the Trackmania World Tour 2025 and that produces the broadcasting of such Homologated Tournament via:

- Its "Administrative Staff", which refers to the Tournament Organizer's staff in charge of enforcing the TMWT 2025 Rulebook, as well as its own Tournament Rulebook issued during the organization of its tournament. The administrative staff also serves as the Teams' point of contact for any questions relating to the Homologated Tournament in which they are participating.

- Its "Production and Broadcast Staff" which refers to staff employed or contracted to operate, record or broadcast live a Homologated Tournament or any related content.

For certain Trackmania World Tour 2025 Homologated Tournaments, and for Trackmania World Cup 2025, the Tournament Organizer may be UBISOFT and/or TOORNAMENT and/or any Tournament Organizer contracted by UBISOFT to organize such tournament part of the Trackmania World Tour 2025.

1.8 Competition platform

The Competition Platform <https://www.trackmania.com/esports> is the website containing all the information, regulations and participation details for the Trackmania World Tour 2025.

For a Player, the Competition Platform allows, among other things:

- Create and manage its Team account;
- Invite and manage its Team's players;
- Create and manage its Player account;
- Register and take part in Homologated Tournaments;
- Consult its Regional Ranking and results;
- Consult communication and rules related information relating to participation in the Trackmania World Tour 2025.

The competition platform is provided and managed by TOORNAMENT on behalf of UBISOFT.

2. Acceptance and amendment of the TMWT 2025 Rulebook

2.1 Acknowledgement and Acceptance of the TMWT 2025 Rulebook

Each Team, Player and Team staff in the 2025 season of the Trackmania World Tour must read, acknowledge and accept this TMWT 2025 Rulebook and abide by the Rules at all times in order to remain eligible to participate in the Trackmania 2025 World Tour.

By accepting and agreeing to abide to these Rules, each Team and Player consent to UBISOFT's, TOORNAMENT's and/or the Tournament Organizer's issuing one or more sanctions, preliminary conservative measures and/or definitive sanctions ("Sanction(s)") in accordance with the Sanction table Section 7.1, without prejudice to any other sanction issued under the Trackmania Code of Conduct and the Ubisoft Terms of Use.

The Rules may be accepted either via the registration process on the Competition Platform for participation in the 2025 season of the Trackmania World Tour, or deemed accepted when a Team or Player enters and participates in any match of the 2025 season of the

Trackmania World Tour. Teams and Players may not participate in the Trackmania World Tour 2025 if they do not agree to be bound by the Rules or do not meet the eligibility criteria set out in the TMWT 2025 Rulebook and Tournament Rules.

2.2 TMWT 2025 Rulebook modification

In order to ensure that the Trackmania World Tour 2025 is operated in accordance with the values conveyed by the Principles of Esports Engagement set forth by the Entertainment Software Association which UBISOFT is a part of, or for the protection of any interest that UBISOFT and/or TOORNAMENT consider material in order to preserve the values, legitimacy and integrity of the Trackmania World Tour, or in order to comply with any applicable law, UBISOFT and/or TOORNAMENT may amend or supplement these Rules with or without prior notice. UBISOFT and TOORNAMENT may also change the format of the Trackmania World Tour 2025 defined in Section 3.1, including the ranking mechanism, subject to a reasonable prior notice.

2.3 Notification

Any changes to the TMWT 2025 Rulebook or format of the Trackmania World Tour 2025 will be communicated or made available to Teams, Players and Tournament Organizers either by updating a revised version of the TMWT 2025 Rulebook, or by an article published on the <https://www.trackmania.com/esports> website linking to a revised version of the TMWT 2025 Rulebook, or by sending an email directly to the contact point designated by each Teams, Players and Tournament Organizer.

3. Trackmania World Tour 2025 Competition Rules

3.1 Trackmania World Tour 2025 format

The Trackmania World Tour 2025 consists of three stages:

- Stage One
- Stage Two
- Trackmania World Cup 2025

3.2 Stage One

3.2.1 Definition

Stage One is made up of 3 Regions in which local teams participate in Homologated Tournaments. Each Homologated Tournament awards points to teams based on their final position in the tournament. Points earned and accumulated feed into the team's Regional Ranking, as further described in section 3.5.

At the end of the Stage One, the top teams of each Regional Ranking will qualify and compete in the Stage One Global Playoffs as further described in section 3.6.

3.2.2 Stage One dates

Stage One runs from March 26th, 2025 to June 29th, 2025. Homologated Tournaments and Stage One Global Playoffs are organized by Tournament Organizers between these two dates.

3.3 Stage Two

3.3.1 Definition

Stage Two is made up of 3 regions in which local teams participate in Homologated Tournaments. Each Homologated Tournament awards points to teams based on their final position in the tournament. Points earned and accumulated feed into the team's Regional Ranking, as further described in section 3.5.

At the end of the Stage Two, the top teams of each Regional Ranking will qualify and compete in the Stage Two Global Playoffs as further described in section 3.6.

3.3.2 Stage Two dates

Stage Two runs from July 7th, 2025 to October 5th, 2025. Homologated Tournaments and Stage Two Global Playoffs are organized by Tournament Organizers between these two dates.

3.4 Trackmania World Cup 2025

3.4.1 Definition

The Trackmania World Cup 2025 is the final stage of the Trackmania World Tour 2025. It will gather the 4 best Teams from the 2025 season as follow:

- The best ranked Team from each Regional Ranking after the Stage Two Global Playoffs;
- Best ranked Team of the Stage Two Global Playoffs and not already qualified from its Regional Ranking.

3.4.2 Rules and format

The Trackmania World Cup 2025 specific rules will be announced later during the season.

3.4.3 Access

The Regional Rankings and the Stage Two Global Playoffs serve to qualify the best regional Team to the Trackmania World Cup 2025. The number of team qualified are:

- 1 Team from EMEA Regional Ranking;
- 1 Team from NCSA Regional Ranking;
- 1 Team from APAC Regional Ranking;

- Best ranked Team of the Stage Two Global Playoffs and not already qualified from its Regional Ranking;

In the event of a tie in points between two or more Teams for one of the Regional Ranking, the tiebreaker will be made in this order:

1. The Team having participated and won points in the lowest number of Homologated Tournaments in all categories will qualify for the Trackmania World Cup 2025 at the expense of the other Teams;
2. The Team having won the greatest number of Official Tournament category Homologated Tournaments will qualify for the Trackmania World Cup 2025 at the expense of the other Teams.
3. The Team having won the greatest number of Community Tournament category Homologated Tournaments will qualify for the Trackmania World Cup 2025 at the expense of the other Teams.
4. The Team having won the most points in all Official Tournament category Tournaments it he participated will qualify for the Trackmania World Cup 2025 at the expense of the other Teams;
5. The Team having won the most points in all Community Tournament category Tournaments it participated will qualify for the Trackmania World Cup 2025 at the expense of the other Teams;

Example of a tie-breaker between three Teams tied on points in a Regional Ranking:

1. Team X - 2000 points - 5 Homologated tournaments played including 2 Official Tournament won
2. Participant Y - 2000 points - 5 Homologated tournaments played including 0 Official Tournament won
3. Participant Z - 2000 points - 6 Homologated tournaments played

Replacement

In the event that a Team cannot participate in the Trackmania World Cup 2025, such Team will be replaced by the non-qualified Team with the most points in the Regional Ranking of the withdrawing Team. In the event of a tie on points between the next two or more Teams, the tie will be broken according to the rules set out in section 3.4.3 of these rules.

In the event that the winning team of the Stage Two Global Playoffs is the same as the highest ranked team in one of the Regional Ranking, the next team in this Regional Ranking will qualify for the Trackmania World Cup 2025. In the event of a tie on points between the next two or more Teams in the Regional Ranking, the tie will be broken according to the rules set out in section 3.4.3 of these rules.

Regional Ranking closing date

For the Trackmania World Cup 2025, the Regional Rankings will be taken into account on the date of 6th October 2025.

3.4.4 Dates

The Trackmania World Cup 2025 follows the Stage Two Global Playoffs and takes place in Fall 2025.

3.4.5 Awards

The exact amount of prize money and its distribution will be announced in the near future.

3.5 Regional Rankings

3.5.1 Definition

There are three Regional Rankings, once per Region of the Trackmania World Tour 2025: EMEA, NCSA and APAC. Each Regional Ranking lists all Trackmania World Tour 2025 eligible local Teams who have won points in a Homologated Tournament during Stage One and Stage Two. Teams are ranked from the highest number of points to the lowest number of points won.

The calculation of a Team's ranking is based on total points, taking into account:

- All points earned by the Team during Global Playoffs tournaments;
- All points earned by the Team of its 3 best performances in Official Tournaments during each Stage One and Stage Two;
- All points earned by the Team of its 3 best performances in Community Tournaments during each Stage One and Stage Two.
- The fewest number of tournaments played by a team compared to another tied team.

The Regional Rankings are updated on the Trackmania World Tour Competition Platform once a week, on Thursday at the latest.

3.6 Stage One and Stage Two Global Playoffs

3.6.1 Definition

The Stage One and Stage Two Global Playoffs are competitions where the top teams of each Regional Ranking will compete at the end of each Stage. The Stage One and Stage Two Global Playoffs award points to the Team's Regional Ranking based on their final position in the tournament. Points earned during the Stage One and Stage Two Global Playoffs correspond to Global Playoffs category points as described in Section 3.7.3.

3.6.2 Rules

The Stage One and Stage Two Global Playoffs will be organized during 2 days at the end of their respective Stage. The full Stage One and Stage Two Global Playoffs rules will be available in its dedicated tournament rulebook available during the Stage One.

3.6.3 Access

The Regional Rankings serve to qualify the best regional Teams to each Global Playoffs. The number of team qualified per Region at the end of each stage for the Global Playoffs are:

- 9 Teams from EMEA Regional Ranking;
- 4 Teams from NCSA Regional Ranking;
- 3 Teams from APAC Regional Ranking.

In the event of a tie in points between two or more Teams for one of the Regional Ranking, the tiebreaker will be made in this order:

6. The Team having participated and won points in the lowest number of Homologated Tournaments in all categories will qualify for the Global Playoffs at the expense of the other Teams;
7. The Team having won the greatest number of Official Tournament category Homologated Tournaments will qualify for the Global Playoffs at the expense of the other Teams.
8. The Team having won the greatest number of Community Tournament category Homologated Tournaments will qualify for the Global Playoffs at the expense of the other Teams.
9. The Team having won the most points in all Official Tournament category Tournaments it he participated will qualify for the Global Playoffs at the expense of the other Teams;
10. The Team having won the most points in all Community Tournament category Tournaments it participated will qualify for the Global Playoffs at the expense of the other Teams;

Example of a tie-breaker between three Teams tied on points in a Regional Ranking:

1. Team X - 2000 points - 5 Homologated tournaments played including 2 Official Tournament won
2. Participant Y - 2000 points - 5 Homologated tournaments played including 0 Official Tournament won
3. Participant Z - 2000 points - 6 Homologated tournaments played

Replacement

In the event that a Team cannot participate in the Global Playoffs stage, such Team will be replaced by the non-qualified team with the most points in the Regional Ranking. In the event of a tie on points between the next two or more Teams, the tie will be broken according to the rules set out in section 3.2 of these rules.

The replacement of a team by the next highest ranked team in the regional ranking is limited and cannot exceed a maximum rank:

- For APAC, the replacement can be made up to and including the 6th-ranked team;
- For NCSA, the replacement can be made up to and including the 8th-ranked team;

- For EMEA, the replacement can be made up to and including the 18th-ranked team;

If the maximum rank for Team replacement is exceeded, the vacant spot will be awarded to the Team with the best time based position during the 2025 TMWT campaign as of Monday, June 30, regardless of its Region. The time based position will be calculated by taking into account the two Team Members with the best time and having participated in at least two Official Tournaments in their Region.

Regional Ranking closing dates

For the Stage One Global Playoffs, the Regional Rankings will be taken into account on the date of 29th June 2025, after the EMEA #4 Official Tournament.

For the Stage Two Global Playoffs, the Regional Rankings will be taken into account on the date of 22th September 2025, after the last series of Official Tournament.

3.6.4 Dates

The Stage One and Stage Two Global Playoffs will occur after the closing dates of their respective Regional Ranking. The Global Playoffs dates will be as follow:

- 5th and 6th July 2025
- 4th and 5th October 2025

3.6.5 Awards

Each Global Playoffs will reward the top 3 teams with €5,000 of prize money following this distribution:

1. €2,500
2. €1,500
3. €1,000

3.7 Homologated Tournaments

3.7.1 Definition

Homologated Tournaments are Trackmania tournaments that have received a homologation to contribute to the Stage One and Stage Two and award points to the Trackmania World Tour 2025 Regional Rankings.

3.7.2 Homologated Categories

The Homologated Categories designates the importance of the Homologated Tournament and the level of points it will distribute to its Teams according to their final position in the tournament. There are three:

- **Global Playoff Tournament :**
Homologated Tournament distributing the highest number of points to its Teams. Two

Global Playoffs are organized during the 2025 Season. They are open to the best Teams from each Regional Ranking (as further described in sections 3.5). Global Playoffs rules are described in the Section 3.6.

- **Official Tournament :**

Homologated Tournament distributing an average number of points to its participating Teams. Four Official Tournaments are organized per Region and per Stage. They are open only to eligible Teams from their respective Region. Official Tournaments are organized by the company Toornament. Official Tournaments rules are described in the Section 3.8.

- **Community Tournament :**

Homologated Tournament distributing a smaller number of points to its Teams. No limit of Community Tournaments are organized during the 2025 Season. They can be open to all eligible and non-eligible Teams or only to eligible and non-eligible Teams from a certain Region. Community Tournaments are organized by the community organizers. Their rules must follow a number of common requirements to be homologated, such as number of Teams, rules, access etc. The full set of Homologation requirements and rules to be followed by a Tournament Organizer is available in the document [Tournament Homologation Rules](#).

3.7.3 Points distribution table

The number of points by category and ranking will be different from the Stage One and Stage Two of the Trackmania World Tour 2025. The Homologated Tournaments from Stage Two will award 1,5 time more points than a tournament of the same category from Stage One.

Ranking Team	Global Playoffs Stage One / Stage Two	Official Tournament Stage One / Stage Two	Community Tournament Stage One / Stage Two
1	2000 / 3000	1000 / 1500	500 / 750
2	1200 / 1800	600 / 900	300 / 450
3	800 / 1200	400 / 600	200 / 300
4	500 / 750	250 / 375	125 / 187
5/6	350 / 525	175 / 262	75 / 112
7/8	250 / 375	125 / 187	50 / 75
9/12	150 / 225	100 / 150	25 / 37
9/11	- / 225	/	/
12/14	100 / -	/	/

15/16	50 / -	/	/
13/16	- / 150	50 / 75	10 / 15
17/24	/	25 / 37	5 / 7
25/32	/	10 / 15	1 / 1
33/48	/	5 / 7	1 / 1
49/64	/	1 / 1	1 / 1
Participating in qualification or seeding stage	/	1 / 1	1
No show at qualification or seeding stage	/	0	0

3.7.4 Homologated tournament invitational slot limitation

A Tournament Organizer may decide to invite Teams based on its own requirements, without going through an online registration process open to all Teams. However, the number of Teams invited is limited to a maximum of 25% of the total slots available in the tournament.

3.7.5 Homologated tournament invited Team specific rule

An invited Team does not earn any points when it ranks last in the first stage it plays in an Homologated Tournament.

Examples :

- *During a Homologated Tournament of 32 Teams, an invited Team finishing at rank 25/32 doesn't earn point;*
- *A Team invited directly to the top 16 of a 64 Teams Homologated Tournament doesn't earn point if it finishes at rank 13/16.*

3.8 Official Tournament rules

3.8.1 Definition

An Official Tournament is a tournament reserved to eligible Teams from a specific Region of the Trackmania World Tour 2025. It awards points to participating Teams according to their final position in the tournament (as further described in section 3.7.3).

3.8.2 Rules and format

The full Official Tournament rulebook will be available in the document [Official Tournament Rulebook](#).

3.8.3 Seeding

Except for the first Official Tournament of the Stage One, the seeding of each Official Tournament will be based on its current Regional Ranking.

In the event of a tie in Regional Ranking points between two or more Teams, seedings will be determined on the basis of the following criteria and in this order:

1. The Team having participated and won points in the lowest number of Homologated Tournaments in all categories will get the higher seed at the expense of the other Teams;
2. The Team having won the greatest number of Official Tournament category Homologated Tournaments will get the higher seed at the expense of the other Teams.
3. The Team having won the greatest number of Community Tournament category Homologated Tournaments will get the higher seed at the expense of the other Teams.
4. The Team having won the most points in all Official Tournament category Tournaments it he participated will get the higher seed at the expense of the other Teams;
5. The Team having won the most points in all Community Tournament category Tournaments it participated will get the higher seed at the expense of the other Teams;

For the first Official Tournament of the Stage One, the seeding will be made by TOORNAMENT according to Players results in past events and official map pack campaign results.

3.8.4 Dates

The Official Tournaments will be organized on the following dates:

Stage One:

EMEA Region:

- Official Tournament #1 from 26 to 27 April
- Official Tournament #2 from 17 to 18 May
- Official Tournament #3 from 07 to 08 June
- Official Tournament #4 from 28 to 29 June

NCSA Region:

- Official Tournament #1 from 19 to 20 April
- Official Tournament #2 from 10 to 11 May
- Official Tournament #3 from 31 May to 01 June
- Official Tournament #4 from 21 to 22 June

APAC Region:

- Official Tournament #1 from 19 to 20 April
- Official Tournament #2 from 03 to 04 May

- Official Tournament #3 from 24 to 25 May
- Official Tournament #4 from 14 to 15 June

Stage One Global Playoffs:

- from 05 to 06 July

Stage Two:

EMEA Region:

- Official Tournament #1 from 26 to 27 July
- Official Tournament #2 from 16 to 17 August
- Official Tournament #3 from 06 to 07 September
- Official Tournament #4 from 20 to 21 September

NCSA Region:

- Official Tournament #1 from 19 to 20 July
- Official Tournament #2 from 09 to 10 August
- Official Tournament #3 from 30 to 31 August
- Official Tournament #4 from 20 to 21 September

APAC Region:

- Official Tournament #1 from 12 to 13 July
- Official Tournament #2 from 02 to 03 August
- Official Tournament #3 from 23 to 24 August
- Official Tournament #4 from 20 to 21 September

Stage Two Playoffs:

- from 04 to 05 October

3.8.5 Access

Only eligible Teams from a Region can participate in Official Tournaments in that Region (as further described in section 5.2.3).

3.9 Community Tournament rules

3.9.1 Definition

A Community Tournament is a tournament organized by a community organizer. It awards points to participating Teams in their respective Regional Ranking and according to their final position in the tournament (as further described in section 3.7.3).

3.9.2 Rules and format

The rules and format of each Community Tournament are determined by its Tournament Organizer. However, it must follow requirements in order to be homologated in the Trackmania World Tour 2025. The full set of Homologation requirements and rules to be followed by a community organizer is available in the document [Tournament Homologation Rules](#).

3.9.3 Seeding

The seeding of the Community Tournament is at the sole discretion of its Tournament Organizer.

3.9.4 Dates

To be taken into account for Stage One, a Community Tournament must be finished before the date of 29th June 2025.

To be taken into account for Stage Two, a Community Tournament must be finished before the date of 29th September 2025.

3.9.5 Access

Community Tournament can be open to any team regardless of its Region or eligibility. Tournament organizers can limit participation in their Community Tournament to only eligible Teams from a certain Region.

Teams must fulfill eligibility rules to receive points in their respective Regional Ranking when participating in a Community Tournament as further described in section 3.7.3.

4. Game rules

The rules of the Game are the set of rules that will be used for the organization of a tournament and a match during the Homologated Tournaments and Trackmania World Cup 2025 of the Trackmania World Tour 2025 Season.

4.1 Game version

Trackmania World Tour 2025 tournaments are played with the latest version of the Trackmania game published by UBISOFT. You must have a paid version of the game (Club Access) in order to access certain advanced features necessary for the operation of the Trackmania World Tour 2025, and in particular game and specific match server used to participate in official matches of the Trackmania World Tour 2025.

4.2 Game format and mode

4.2.1 Main game mode

The World Cup 2025 Final and the Homologated Tournaments from the categories Global Playoffs and Official Tournament will only use the game mode `TM_TMWT_2025_Online` according to the Match formats and game parameters as further described in section 4.3.

4.2.2 Additional game mode

The Homologated Tournaments from the category Community Tournament can use the game mode TM_TMWT_2025_Online or other duo game modes as long as their Games are played with a minimum of two Teams of two Players simultaneously and is race based.

Any game mode used other than TM_TMWT_2025_Online must be approved by TOORNAMENT before being used by a Community Tournament.

4.3 TMWT Teams Match formats

4.3.1 Match formats

A Match using the TM_TMWT_2025_Online of Trackmania can be played as a Best-of-3, Best-of-5 or Best-of-7 tracks depending on the Specific Rules of the Trackmania World Tour homologated tournament it is part of.

4.3.2 Game parameters

A Match using the TM_TMWT_2025_Online of Trackmania must use the following game parameters:

- Map Points limit: 10
- Match Point limit: 2 (BO3); 3 (BO5); 4 (BO7);
- Finish timeout: 15 seconds
- Warm-up number: 1
- Warm-up duration: tournament organizer choice*
- Respawn behavior: any

**The choice of parameter value is at the discretion of the Tournament Organizer.*

4.3.3 Pick and Ban

A Match using TM_TMWT_2025_Online of Trackmania begins with a track pick and ban sequence where both Teams alternate banning and selecting tracks of the official track pack in a predefined order that varies depending on the Match format; in order to determine which track is (are) played throughout the Match. The following table presents the sequence of picks and bans prior to a Match between team “A” and team “B”, for each Match format:

The team with the highest seed in the competition will be represented by Team “A”, if there a no clear seeds established in the competition, a coin-toss shall be organized to determine which Team is “A” and “B”.

Best-of-3	A Ban – B Ban – B Pick – A Pick – Decider
Best-of-5	A Pick - B Pick - B Pick - A Pick - Decider
Best-of-7	A Pick – B Pick – B Pick – A Pick – A Pick - B Pick - Decider

Community Tournament has no obligation to use the pick and ban system.

4.4 Skins

During Trackmania World Tour 2025 tournament matches, Team Players will play with 3D stadium car and are allowed to use customized 2D skins.

Team Players may not use offensive custom skins or controversial custom skins that violate the rules in Section 6 and Section 8.6. Failure to do so may result in Team Players being subject to sanctions as described in Section 7.1.

UBISOFT and TOORNAMENT reserve the right to update the list of prohibited skins at any time during the Season and will inform Teams and Players of any updates on the official Trackmania World Tour 2025 website.

4.5 Authorized software and plug-ins

Team Players in a Trackmania World Tour 2025 Tournament are authorized to use:

- Software, which enables the Participant's input device to be compatible with the system on which the Participant is playing;
- The OpenPlanet extension, with ONLY the "Trackmania World Tour" parameter enabled, or following additional plug-ins (Speedometer, Screen Remover, Tweaker, Disable Animated Signs).

4.6 Tracks

Tournament Organizers can choose, or create, their own track pack for their Homologated Tournament or use one of the official track packs of the Trackmania World Tour 2025.

One official track pack will be released for each Stage. Each pack can be used by the organizers of Homologated Tournaments for the period of each Season:

- Stage One pack from March 26th to June 29th, 2025;
- Stage Two pack from June 30th to September 29th, 2025;

Both Stage One and Stage Two track packs will be available in the World Tour in-game Club.

4.6.1 Stage One official track pack

The Stage One official track pack contains 5 tracks and has been available since the beginning of the TMWT 2025 season.

4.6.2 Stage Two official track pack

The Stage Two official track pack contains 8 tracks.

The first five tracks of the pack will be released on 30th June, 2025 and will be used from the Stage Two APAC #1 Official Tournament of 12/13 July.

Then, one additional track will be added to the official track pack before each next Stage Two APAC Official Tournament and available for use:

- 1 new track released the week of 21st July;
- 1 new track released the week of 11th August;
- 1 new track released the week of 8th September.

4.7 Track characteristics

Whether they come from Tournament Organizers or official packs, track characteristics will follow rules in order to be authorized by TOORNAMENT for the Trackmania World Tour 2025:

- minimum of 5 tracks per pack
- Duration: between 50 and 80 seconds
- Style: mixed tracks (several surfaces and driving techniques mixed in a same track)
- Difficulty: intermediate+. No RNG parts, no random or uncontrollable sections
- Respawn: all Checkpoints respawnable from standstill start
- Map Mood: any
- Custom Mod: allowed, light branded mod only
- Car: only StadiumCar

5. Conditions of participation eligibility

Teams and Players shall be and remain eligible to participate in the Trackmania World Tour 2025 so long as they agree to be bound by and comply with these Rules, and in particular to comply with the eligibility requirements set forth in this section.

5.1 Player

5.1.1 Definition

A Player is an eligible player who participates in the Trackmania World Tour 2025 as part of a Team and agrees to abide by these Rules. The eligibility of a Player in the Trackmania World Tour 2025 is defined by the rules in this section.

5.1.2 Age limit

To take part in the Trackmania World Tour 2025, a Player must have reached the age of 16 on the first day of first participation in a Homologated Tournament.

5.1.3 Parental consent

Players between the ages of 16 and the age of majority in their country of residence must have a parental consent signed by their parents and/or legal guardian to participate in any offline Homologated Tournament. The parental consent must be provided by the Tournament Organizer of the offline Homologated Tournament.

5.1.4 Nationality

Players nationality must be one of the countries of the Region list defined in Section 1.2 of these Rules.

5.1.5 Player with multiple nationalities

If a Player has more than one nationality, the nationality that will be retained for the entire period of participation in the Trackmania World Tour 2025 will be defined by the nationality under which the Player registers with a Team for his or her first homologated tournament of the Trackmania World Tour 2025.

5.1.6 Compliance with local labor and immigration laws

UBISOFT and TOORNAMENT cannot be held responsible for a Player's inability to obtain the documents required to participate in a Trackmania World Tour 2025 Tournament in compliance with applicable law, and in particular for the obtention of any visa necessary to attend the Trackmania World Cup 2025. Teams and Players are responsible for providing the Tournament Organizer operating a Trackmania World Tour 2025 competition with supporting documents proving their compliance with Sections 5.

5.1.7 UBISOFT account in good standing

In order to be eligible to participate in the Trackmania World Tour 2025 and for the duration of the Trackmania World Tour 2025, Players may not own or use a UBISOFT account and Trackmania account that is not in good standing. The notion of "good standing" is interpreted in application of the Trackmania Code of Conduct and UBISOFT Terms of Use and may be verified by UBISOFT from time to time.

Any sanction issued by UBISOFT on a Player's UBISOFT account may result in Sanction(s) in the Trackmania World Tour 2025. In addition, if a Player owns or uses another account that is not in good standing, any sanction issued on that account may also result in Sanction(s) in the Trackmania World Tour 2025.

5.1.8 UBISOFT Club Access

The Players must have Club Access activated on their UBISOFT account in order to be eligible to participate in the Trackmania World Tour 2025.

Subscribing to Club Access gives access to the advanced features of the game and specific match server necessary to participate in official matches of the Trackmania World Tour 2025.

5.1.9 Competition platform account

In order to be eligible to participate in the Trackmania World Tour 2025, Players must have a duly completed and accurate account on the <https://www.trackmania.com/esports> Competition Platform.

5.1.10 No suspension from competition

A Player may not participate or be involved in any Trackmania World Tour 2025 competition if such Player is subject to a competitive suspension issued by UBISOFT.

5.2 Team

5.2.1 Definition

A Team is an eligible team which participates in the Trackmania World Tour 2025 and agrees to abide by these Rules. The eligibility of a Team in the Trackmania World Tour 2025 is defined by the rules of this section.

5.2.2 Team composition

The Team Owner is the person appointed by the Team to exercise the prerogatives attached to the Team mentioned in the rule of the section 5.2.4.

The term “Players” refers to all players (Starters or Substitute) part of the Roster of a Team (collectively the “Players”).

A “Starter” is a Player of a Team’s Roster. Any Roster must have 2 Starters to be eligible to compete in any Homologated Tournament. As a general rule, the 2 Starters of a Roster shall be the ones playing in Trackmania World Tour 2025 matches.

The term “Substitute” is a Player of a Team’s roster. Any Team may register up to 2 Substitutes per Roster. A Substitute can replace one of the Team’s Starters in a match as outlined in section 5.2.10.

A Starter or Substitute cannot be registered in the Roster of another Team that is competing in the Trackmania World Tour 2025.

The Term “Roster” refers to a group of 2 to 4 Players (2 Starters and up to 2 Substitutes) registered to compete in a competition of the Trackmania World Tour 2025.

Minimum Team composition

To be eligible to participate in a Homologated Tournaments, the Team must be composed of a minimum of:

- one Team Owner;
- two eligible Starters.

The Team Owner can be a Starter or Substitute if the Team does not have a legal entity or other staff members for this role on the Competition Platform and Trackmania World Tour 2025.

Maximum Team Composition

To be eligible to participate in a Homologated Tournaments, the Team must be composed of a maximum of:

- one Team Owner;
- two eligible Starters;
- two Substitutes.

5.2.3 Team Composition restriction

Regional Ranking

A Team cannot change Regional Ranking during the Trackmania World Tour 2025 after its first points earned during a Homologated Tournament.

Team Roster nationality

During any in-game match of the Trackmania World Tour 2025, Team Roster must play with at least one Starter with the nationality of the Region in which the Team participates.

For example, in a Homologated Tournament of the EMEA Regional Ranking, a Team can play with the following Roster composition:

- Starter A with German nationality;
- Starter B with Canadian nationality.

or

- Starter A with German nationality;
- Substitute A with Canadian nationality.

5.2.4 Team Owner

A Team participating in the Trackmania World Tour 2025 can be the property of an individual person or a legal entity such as a company or an association. The entity that owns the Team must be represented by a Team Owner who must have its own account on the Competition Platform <https://www.trackmania.com/esports>.

The Team Owner is the person who manages the Team activities on the Competition Platform such as registration in homologated tournaments or the management of the Team Members. The Team Owner also serves as the Team point of contact for all communication with the Tournaments Organizers, UBISOFT and TOORNAMENT.

The Team Owner can be a Player if the Team does not have a legal entity or other staff members for this role on the Competition Platform and Trackmania World Tour 2025.

5.2.5 Other Team staff members

Outside the Team Owner and Players registered on the Competition Platform, a Team can have a Team captain, a coach and a streamer. They don't need to be part of the Team on the Competition Platform. They have their own role within their team and toward Tournament Organizer, but do not have any particular or official status on the Competition Platform.

5.2.6 Team registration process

In order to be eligible to participate in the Trackmania World Tour 2025, Teams must have a duly completed and accurate account on the <https://www.trackmania.com/esports> Competition Platform.

The team registration process can be completed at any time during the first stage as long as it has not registered for any homologated tournament on the Competition Platform.

To duly register his/her Team on the Competition Platform, the Team Owner must comply the following steps:

1. Create his/her personal account;
2. Once his/her personal account is created, the Team Owner must create his/her Team account;
3. Send the Team invite link to the members of his/her Team Roster;
4. Once all his/her Team Roster is complete, Team Owner must register his/her Team to the following Stage One form:
https://esports.trackmania.com/en_US/tournament/8717133297955495936/registration

Once these four steps and information are provided, the Team Owner can still modify its Team Composition until its registration to a first homologated tournament of the Stage One.

It means that no changes of Team Composition can be made after it and before the next Transfer Window occurring between Stage One and Stage Two as described in Section 5.2.11.

5.2.7 Team Owner account replacement

The replacement of the role of Team Owner on the Competition Platform is at the sole discretion of the entity behind the Team. The transfer is carried out from the account of the current Team Owner on the Competition Platform. The new Team Owner must have its own account on the Competition Platform to be designated as the new one.

Team Owner shall notify TOORNAMENT at trackmania2025@toornament.com of its intention to replace the role of Team Owner to another one.

5.2.8 Team property transfer

A Team Owner can initiate a property transfer with another Team that does not yet participate in the Trackmania World Tour 2025 and that complies with these Rules and in particular fulfils the conditions defined by the rules of the Section 5.

Prior to any transfer, the Team Owner shall notify TOORNAMENT at trackmania2025@toornament.com of its intention to transfer its Team property to another one. UBISOFT and/or TOORNAMENT shall have sole discretion to allow or decline a Team property transfer and may impose a specific timeframe and requirements regarding a contemplated property transfer if required to ensure the continuity of its competition operation and protect UBISOFT and TOORNAMENT esports ecosystem integrity.

Effect of a Team property transfer

When a Team property is transferred, the acquiring Team obtains the acquired Team's current Regional Ranking points and past tournament results on the Competition Platform.

Team property limitation

As a condition for the Team property transfer to be valid, the acquiring Team must maintain the Roster of Players of the Team of the former Team until the opening of a new Transfer Window as described in the section 5.2.11.

5.2.9 Team disband

When a Team decides to disband, the Team Owner shall notify TOORNAMENT at trackmania2025@toornament.com of its decision.

On the Competition Platform, the Team account is frozen with the following effects:

- Team Owner, Starters and Substitutes are removed from the Team account;
- Points earned by the Team are removed and The Team doesn't appear anymore in Regional Ranking;
- Team results in the Homologated Tournament remain visible on the Competition Platform.

In the case of a Team disband, the Team Roster is free to join another Team of the Trackmania World Tour 2025 in the following cases:

- As Stand-in Player as defined in Section 5.2.10;
- During the Transfer Window as described in Section 5.2.11;
- In a new registered Team without any points in a Regional Ranking of the Trackmania World Tour 2025.

5.2.10 Insufficient number of Starters and Stand-in Player

If a Team is not able to have two Starters participating in a particular match of the Trackmania World Tour 2025, the Team can replace such Starter Player by one of its Substitutes.

If a Team is not able to have two Players participating in a particular match of the Trackmania World Tour, including through calling Substitute, the Team can exceptionally request to play with a Stand-In Player. A “Stand-In Player” is a person exceptionally authorized to compete in the Roster of a Team they are not registered in, for a limited period of time (a “Stand-In Player”) and for the sole purpose of avoiding the Team being disqualified for breach of the Team composition requirements set forth in Section 5.2.2.

Authorization for a Team to compete with a Stand-In Player is always subject to the Tournament Organizer’s approval and is subject to the following limitations:

- Stand-In Players must meet all eligibility requirements presented in Section 5.1;
- The Team Roster must respect the nationality restrictions as described in Section 5.2.3;
- If the Stand-In Player is already a Starter Player, he cannot be registered in the Roster of another Team that is competing in the same Homologated Tournament he is asked to stand-in for.
- If the Stand-In Player is already a Substitute Player, he can be registered in the Roster of another Team that is competing in the same Homologated Tournament he is asked to stand-in for.

The Team has to notify the Tournament Organizer about the Starter substitution by a Substitute or Stand-in Player at least 10 minutes before the beginning of a tournament stage.

5.2.11 Transfer Window

The Transfer Window is the timeframe during which Teams may execute the transfer of a Starter or Substitute Player from one Team to another (the “Transfer Window”). For sake of clarity, a Team may initiate a discussion and negotiation with another Team regarding an upcoming Transfer of Player outside of the Transfer Window, but the execution of such Transfer may only occur during a Transfer Window.

The Transfer Window for the Trackmania World Tour 2025 is as follows:

Between Stage One and Stage Two from July 6th 23:59 CEST to July 11th 23:59 CEST.

5.2.12 Transfer Process

At the opening of the Transfer Window, the Team Owner can edit his/her Team account on the Competition Platform in order to modify the composition of his/her Team Roster. Once the Team Roster changes are completed and validated, Team Owner must register his/her Team to the following Stage Two form: [link coming soon](#).

6. Rules of good conduct and sportsmanship

As part of their participation in a Trackmania World Tour 2025 Tournament, Teams and Players agree to respect and follow the following rules of good conduct and sportsmanship,

which UBISOFT and/or TOORNAMENT may penalize as provided in Section 7 in the event of a breach:

Any use of a shortcut or a different path, other than that suggested by the author's track name, will result in disqualification or a round penalty depending on severity. Each track must be played as designed.

Teams and Players are not allowed to leave a Trackmania World Tour 2025 match without valid justification.

Cheating at the Trackmania World Tour 2025 will be heavily penalized. Cheating is defined as any in-game or out-of-game technique that provides an unfair advantage to a Player. This includes, but is not limited to, the use of third-party software, any form of Trackmania's code or servers, any collection of information obtained through to watch the match broadcast while playing it (stream sniping), etc.

Any occurrence of match-fixing is defined as the act of predetermining, falsifying or attempting to influence the outcome of a match or match events, whether by bribery, threats, match-throwing or any other means, in exchange for an advantage (financial or otherwise).

Teams and Players are expected to put forth their best effort in all races and to compete at the best of their ability. Teams and Players may not intentionally forfeit a game or conspire to manipulate rankings or brackets (including in order to obtain a lower seed or rank, losing to dodge an opponent in a competition bracket, etc..). Overall, the intention behind forbidding match throwing is to provide a consistent minimum level of competitiveness and entertainment throughout the Trackmania World Tour.

All Teams and Players in the Trackmania World Tour 2025 must behave in an appropriate and respectful manner towards other Teams, Players, spectators and administrators, and avoid any conduct that interrupts or disrupts the general flow of the tournament. Teams and Players must always act in a professional manner and may not curse, taunt or use vulgar or inappropriate language. Teams and Players must treat all Trackmania World Tour 2025 staff, sponsors and sanctioned Tournament Organizers with respect.

Teams and Players may not verbally abuse a tournament official. Verbal abuse of a tournament official includes, but is not limited to, the use of vulgar language directed at a tournament official, the use of insulting words directed at a tournament official, and excessive arguing with a tournament official that results in a delay.

More generally, the following behaviors will not be tolerated and may be sanctioned by UBISOFT and/or TOORNAMENT:

- Any action or statement that may be deemed offensive and related to gender identity
- and expression, sexual orientation, disability or mental illness, ethnic origin, nationality, skin color, religion, age, physical appearance, social origin, political or other opinions, etc;
- Any language or content deemed illegal, dangerous or threatening;

- Any illegal possession, use or distribution of alcohol or drugs, steroids or other performance-enhancing substances during a tournament;
- Any disrespect and provocation, including verbal insults or insulting gestures or defamation;
- Impersonation of any Participant, manager, member of a Homologated Tournament Organizer or employee of UBISOFT or TOORNAMENT;
- Theft-related offenses such as burglary, robbery or theft; - Deliberate intimidation, actual or threatened physical violence against others;
- Stalking, harassment, inappropriate physical content, unwanted sexual attention;
- Etc;

No Teams and Players may participate, directly or indirectly, in betting or games of chance (including fantasy esports games) on the results of a Trackmania World Tour 2025 match and/or any part thereof (whether through using real money, virtual currency or anything with monetary value).

7. Sanctions and penalties

Violation of any of the rules, requirements and obligations of this TMWT 2025 Rulebook, the Trackmania Code of Conduct and Ubisoft's Terms of Use, and in particular the rules of good sportsmanship set forth in section 6, may trigger sanctions and penalties.

These sanctions and penalties may be in addition to any other sanctions and penalties that may be applied to a Player's UBISOFT account.

The extent of sanctions may vary, as illustrated in the table below, and may include, but is not limited to, fines, temporary and permanent suspension periods for a Team and/or Participant, loss of round, forfeiture of card or match. etc...

7.1 Definition and scope of sanctions and penalties

Level	Description
Competitive warnings	Lowest penalty, a simple warning given to the Team, Team Owner and/or Player.
Suspensions and bans from competition	A Team, Team Owner and/or Player may be temporarily excluded from taking part in any Trackmania World Tour 2025 competition or, in exceptional cases, if the seriousness of the offense warrants it, permanently banned from the Trackmania World Tour 2025. In addition, a Team, Team Owner and/or Player may be temporarily excluded from participating in any Trackmania World Tour 2025 competition while UBISOFT and/or TOORNAMENT investigate, including through a third-party investigator if deemed necessary by UBISOFT and/or TOORNAMENT, reports of incidents of misconduct (as defined in section 6).

Withdrawal of points	Infractions committed in the context of world competitions may result in the withdrawal of a number or percentage of a Team's points in the Regional Rankings. This withdrawal will take effect after all points have been distributed for the Homologated Tournament in which the offense was committed.
-----------------------------	---

UBISOFT and/or TOORNAMENT reserve the right to proceed with any other penalty method in relation to the infraction and UBISOFT. All aforementioned infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.

7.2 Notification and enforcement

Regardless of the category of the infraction, UBISOFT and TOORNAMENT will be notified by the Tournament Organizer for all infractions occurring during the Trackmania World Tour 2025. Unless otherwise requested by UBISOFT or TOORNAMENT or the Tournament Organizer, any communication related to an infraction will take place between the Team Owner, Team Official Representative, Team and/or Player and the administrative staff of the Tournament Organizer.

8. Miscellaneous

8.1 Reserved rights

8.1.1 Exclusive rights

UBISOFT is the exclusive owner of the intellectual property and trademarks of the Trackmania game and all elements derived from it, including all rights of exploitation of the Trackmania World Tour and any associated tournament. These exploitation rights include, but are not limited to, the exclusive rights of:

- Use the Trackmania game to run a Homologated Tournament part of the Trackmania World Tour;
- Use the Trackmania World Tour brand in connection with any part of the Trackmania World Tour;
- Grant third parties the rights to exploit audiovisual content using Trackmania produced in any competition forming part of the Trackmania World Tour 2025;
- Obtain sponsorships and grant merchandising rights in connection with the Trackmania World Tour 2025 or any of its competitions;
- Consent to gambling or betting operations on any element of a competition forming part of the Trackmania World Tour 2025. For the sake of clarity, UBISOFT may decide, at its sole discretion, whether or not to grant access to its official competition data for the purpose of betting on the outcome of all Trackmania World Tour 2025 matches;
- UBISOFT expressly reserves such rights, including, without limitation, any access to such data from UBISOFT's private or public API collecting in-game statistics on Trackmania World Tour 2025 Teams and Players.

All intellectual right licensed by UBISOFT to Tournament Organizer regarding usage of Trackmania for a Homologated Tournament are set forth in the community license or custom license which may be obtained through UBISOFT's tournament license platform accessible at: <https://www.ubisoft.com/en-us/game/trackmania/trackmania/tournament-license>

8.2 Homologated Tournament Organizer

Each Homologated Tournament Organizer are required to be mandated and approved by UBISOFT and TOORNAMENT in order to organize a competition part of the Trackmania World Tour 2025 and shall obtained from UBISOFT a Trackmania Community or Custom License from UBISOFT to operate or exercise any of the rights mentioned above.

8.3 Confidentiality

Any private communication or discussion relating to any element of a confidential nature of the Trackmania World Tour 2025 or any competition thereof, made either through written instruments or verbal communication, made between UBISOFT/TOORNAMENT and any Teams and Players shall be considered strictly confidential and may not be disclosed publicly without prior written consent of UBISOFT and TOORNAMENT.

In addition, Teams, Team Owners and Players attending in person a competition part of the Trackmania World Tour 2025 may be exposed to content that has not yet been officially revealed by UBISOFT to the public and which may be considered as confidential information (as for e.g., scenography, run of show, main stage design, content of a season or esports panel, and more generally any content or element of the competition that has not yet been disclosed by UBISOFT to the general public). Any disclosure of such content by any means by a Team, Team Owner and Player, even accidentally, may constitute a breach of confidentiality likely to cause UBISOFT a material harm and expose the person involved to Sanction(s), in addition to any other remedy that UBISOFT may have at law or otherwise.

8.4 Privacy

This Section related to the management of Teams, Team Owners and Player's Personal Data by UBISOFT and/or TOORNAMENT, when these Personal Data are transferred to UBISOFT and/or TOORNAMENT by a Homologated Tournament Organizer mandated by UBISOFT and/or TOORNAMENT (Thus, when UBISOFT and/or TOORNAMENT is not itself a Tournament Organizer).

UBISOFT, TOORNAMENT or the Homologated Tournament Organizer mandated by UBISOFT and/or TOORNAMENT collects and processes Teams, Team Owners and Players personal data regarding Teams, Team Owners and Players participation in the Trackmania World Tour 2025 ("Personal Data") to administrate and operate the Trackmania World Tour 2025 and provide Teams, Team Owners and Players with the best possible experience, and specifically:

Personal data collected	Purpose of processing
Identifying information, including full name, date of birth, email, nationality, UBISOFT ID, Tournament Platform ID, username and nickname.	• Registration and administration of the Trackmania World Tour and its Homologated Tournaments and World Tour; • Game analysis and statistics; • Public engagement. Note: UBISOFT and/or TOORNAMENT may make Team's, Team's Owner and Player's game data publicly visible and share such data with third parties via APIs.
Game data, including game statistics.	• Game analysis and statistics; • Public engagement. Note: UBISOFT and/or TOORNAMENT may make Team's Team's Owner and Player's game data publicly visible and share such data with third parties via APIs.
Video and multimedia recording, including recording their voice, image, appearance and screen.	• Live broadcast and streaming on TV channels and digital channels, and social media platforms and media networks; • Stimulate public engagement and public interest in the Trackmania World Tour and esports events and tournaments in general; • Documenting the history of Trackmania World Tour and esports tournaments and events.
Data on sanctions and infractions, infractions committed, as well as any sanctions, penalties or disciplinary measures (past or current) taken against them in accordance with the Rules (including the time, date and duration of these measures).	• Ensure compliance by Teams, Team Owners and Players with the regulations and conditions of use of UBISOFT; • Maintain and monitor the register of sanctions and penalties; • Report any violation of these Rules and associated Sanctions.
COVID-related information, which may include information regarding the Team, Team Owner, Player or Team Staff COVID vaccination status, COVID symptoms, and COVID test results (if applicable).	• Ensuring the physical security and health of the Teams, Team Owners and Players; • Please note: this Personal Data will only be collected from Teams, Team Owners and Players who attend a tournament or event in person and will be permanently deleted within a month after the end of the tournament or event.

Teams, Team Owners and Players acknowledge that the Homologated Tournament Organizer may share this personal data with UBISOFT International, 2 avenue Pasteur – 94160 Saint-Mandé, FRANCE and TOORNAMENT SAS, 10 rue de Penthièvre, Paris, Ile-de-France, 75008, FRANCE.

The legal basis for the processing of Teams, Team Owners and Players Personal Data is the performance of the contract they have entered into with UBISOFT and TOORNAMENT by accepting the Rules. Without prejudice to any right granted under Section 8.5, Teams, Team Owners and Players Personal Data will be stored for as long as necessary for completion of the purpose of collection, and in any case, for no longer than five (5) years after the end of their participation in the Trackmania World Tour 2025. Some Personal Data, including videos and media recordings, may be archived and retained for a longer duration in accordance with their purpose of collection. Teams, Team Owners and Players Personal Data may be transferred to non-European countries that ensure an adequate level of protection according to the EU Commission, within the Privacy Shield framework, or within the framework of the standard data protection clauses adopted by the EU Commission. Teams, Team Owners and Players can exercise their rights to access, rectify or erase their Personal Data, object to or restrict the processing of their Personal Data, and receive their information in portable form by contacting UBISOFT's Data Protection Officer at the following address: (<https://support.ubisoft.com/Article/000063467>) or TOORNAMENT's Data Protection Officer at privacy@toornament.com. After contacting UBISOFT, if a Teams, Team Owners and Players is not satisfied with the way a request was handled, they may also lodge a complaint with the national supervisory authority of their country. This Privacy section completes and must be read jointly with the [Ubisoft global Privacy Policy](#), which applies to Teams, Team Owners and Players to the extent they use or interact with Ubisoft games, applications, websites and online services. [Ubisoft global Privacy Policy](#) provides a comprehensive description of Ubisoft data collection and data processing operations as well as available privacy rights.

8.5 Teams and Players Name, likeness and logo

8.5.1 Name and likeness of Participants

By accepting these Rules and in consideration of the exposure obtained through their participation in the Trackmania World Tour 2025, and any other consideration otherwise provided by UBISOFT and/or TOORNAMENT, Teams, Team Owners and Players authorize and grant to UBISOFT and TOORNAMENT and/or their affiliates, the right and worldwide license (with the right to grant sub-licenses), royalty-free and fully paid, for a period of fifty (50) years from the date of acceptance of this Rules, to use their image, voice and likeness ("Image") captured or fixed, by any means by UBISOFT and TOORNAMENT or by any production and broadcast personnel engaged by UBISOFT and TOORNAMENT throughout the Trackmania World Tour and/or as part of any match, game or any promotional activity or event associated with the Trackmania World Tour in which the Teams, Team Owners and Players appeared, attended, played or participated ("**Records**").

8.5.2 Team's logos

As a material condition of their participation in the Trackmania World Tour 2025, each Team grant UBISOFT and TOORNAMENT and/or their affiliates a worldwide, non-exclusive, free, irrevocable license, for the maximum duration authorized by applicable intellectual property law, the right and license (including the right to grant sublicenses) to use the name and/or commercial name or trademark of the Team used by the Team, as well as any text, visuals, symbols or any other element protected or not by intellectual property, used to refer to or designate a Team (collectively referred herein as the "**Materials**"). The Team Materials shall be communicated by the Team to UBISOFT and TOORNAMENT either during the registration process or at UBISOFT's or TOORNAMENT's request during the Trackmania World Tour 2025 and exploited by UBISOFT or TOORNAMENT in the conditions set forth below.

8.5.3 Scope of the license

The Team Logos, Team Owners and Players' Image may be used, transmitted, distributed, broadcast, displayed, modified, adapted (including dubbing and subtitling) or otherwise exploited by UBISOFT and TOORNAMENT and/or their affiliates, in whole or in part, by any medium, support or process currently existing or likely to be created in the future, throughout the world and for all purposes, institutional or commercial (including by sale of media rights to the Records, advertising, sponsorship and any other type of commercial exploitation), in connection with the Trackmania World Tour and all associated promotional activities. For the sake of clarity, these rights include the following cases:

- Make available digital or wireless distribution of the Materials over the Internet, either by downloading, streaming, webcasting or otherwise through online distribution, including video on demand (VOD) systems; And
- Dissemination by any means of the Records, including by any form or method of transmission by radio and television; And
- Marketing, sale of media rights to the Records, advertising, obtaining sponsorship and promotional events in connection with the Trackmania World Tour 2025 and other related events; And
- Inclusion on social media sites and publications (e.g. Facebook, Twitter and YouTube) and editorial content of the Trackmania World Tour and associated promotional events; And
- Incorporation or association with any promotional or editorial content of UBISOFT and/or TOORNAMENT and/or their affiliates, as well as the right to create related promotional and marketing materials to the activity of Trackmania World Tour and/or UBISOFT's and/or TOORNAMENT's activities.

Each Team, Team Owner and Player represents and warrants that it has obtained the right to license the Team's Materials to UBISOFT and TOORNAMENT under the conditions set out above. Furthermore, each Team, Team Owner and Player represents and warrants that it is not subject to any obligation or incapacity by law or otherwise which would prevent or restrict the license to the image contemplated above.

8.6 Sponsorship and product placements

8.6.1 Sponsoring

In order to preserve the integrity of the Trackmania World Tour 2025 and the commercial reputation of UBISOFT, each Team and Player undertakes not to enter into any sponsorship or partnership with one of the following sponsors in connection with their participation in the Trackmania World Tour 2025 without the prior written consent of UBISOFT.

- Alcoholic products, including liquors and beers (including non-alcoholic versions of eponymous beers), or other intoxicating substances whose sale or use is regulated by law (including cannabis products);
- Tobacco, cigarettes or electronic cigarettes, related paraphernalia;
- Firearms (including firearm accessories or ammunition), including replicas or airsoft products;
- Gambling or betting websites, including fantasy esports operators;
- Pornography and other related adult materials and paraphernalia;
- Any medicinal substance subject to prescription or which is not available over the counter in pharmacies;
- Political campaigns;
- Any esports or video game tournament, league or event;
- Any entity, company or organization that may, in UBISOFT's sole discretion, be considered harmful to UBISOFT's business or reputation, including but not limited to key sellers, hacking and botting, account sales, in-game currency or digital item sales services, and any other video game, other video game developer or publisher competing with UBISOFT or UBISOFT games;
- Unauthorized cryptocurrencies, financial instruments or market activities and/or non-compliance with applicable laws or regulations.

In the event that a Team or Player is sponsored by entities involved in the sports betting, bet making or gaming segment, the Players must wear the alternative jerseys and other clothing available without such sponsor markings in Trackmania World Tour 2025.

Notwithstanding the foregoing, UBISOFT relies on Teams and Players to ensure that each of their sponsors complies with all regulations and UBISOFT may:

- Require any Team and Player to cease providing sponsorship activation for any sponsor that may place UBISOFT in violation of applicable law, or create reputational harm if the display of such sponsor branding may have a negative effect on the goodwill and reputation of UBISOFT.
- Invite any Team and Player to provide any additional documentation or explanation necessary to UBISOFT to justify its sponsor's compliance with applicable law.

In both cases mentioned above and upon notification by UBISOFT (sufficient e-mail), Teams and Players with this sponsor will immediately stop displaying and using any reference to this sponsor during their participation in the Trackmania World Tour 2025. Teams and Players must have an alternative jersey readily available and free of any sponsor logo when participating in the Trackmania World Tour 2025 to anticipate this type of situation.

8.6.2. Product Placements

During the live broadcasts of Trackmania World Tour 2025, Teams and Players are not allowed:

- To display or otherwise endorse any other brand aside of their own team's name in their nickname used in game;
- Operate any kind of product placement or make any statements/perform actions that may be perceived as UBISOFT's endorsing a certain product or services, unless explicitly approved by UBISOFT.

8.7. Livestreaming policy

Tournament Organizers may decide to allow in their Tournament Rules the possibility for Teams and Players partaking in their Homologated Tournament to livestream their race provided that the following requirements are met by such livestreaming Team or Player during the livestream (the "Livestream"):

- Operation of the livestream must comply with [Ubisoft's Code of Conduct](#) and [Video Policy](#) :
- The chat associated with the Livestream must be adequately moderated to prevent abusive, profane, vulgar, racist, sexist, non LGBTQ+ friendly, or any other unwelcoming environment:
- The livestream must be operated for non-commercial purposes only, meaning that the generation of profit through the Livestream is not possible. The only exception is for passive advertisement revenue generation such as broadcasting channel advertisements, broadcasting channel subscriptions, and broadcasting channels donations from viewers. Teams and Players may not charge online spectators a fee to access the Livestream though.
- The Livestream may not be associated with any brand or product that is prohibited under the Restricted List set forth in Section 8.6.1. Usual sponsors of the Team and Player may be featured in the Livestream provided that they do not fall within the Restricted List and if the display of the official sponsors for the Homologated Tournament are not obfuscated or prevented from being displayed in any manner".