

# PRODIGY CUP

## Rulebook

This document outlines the rules and regulations applying to the *Trackmania Prodigy Cup*.

Failing to follow the rules precised in the following paragraphs shall result on punishment.

Be aware that any designated staff have the authorization to take decision that may not follow this rulebook if they think it's better for fair-play and sportsmanship.

Thank you and have a good reading.



**micromost**

Trackmania Server Hosting

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## I. PRODIGY CUP

The *Trackmania Prodigy Cup* is a new competition on Trackmania organized by a few friends from Yannex's community who are often called the "Prodigies". The purpose of this project is to bring a regular tournament, which will take place every three months, with some original rules imagined by myself and the staff so that everyone can take pleasure playing the cup.

I want you to carefully read this document in order to know and understand all the details and specificities of this new cup, and so that you don't ask questions whose answers are in here.

## II. COMMUNICATION

### 1. Discord server

A [discord](#) server is available and free access for everyone who wants to be notified of the last announcements and information regarding the *Trackmania Prodigy Cup*. When you go on the server for the first time, you will be able to choose between [French](#) and [English](#) to you can participate and read the information in the language you prefer.

You will be able to talk with the other members of the server, and to ask the moderators for some help if you have any questions, these latter shall give you an answer as soon as possible. Finally, you will find an information channel where the staff and I will write all you need to know about the dedicated servers' status that you'll be able to join thanks to a whitelist system made by Micmo.

### 2. Official web site

The [web site](#) specially created for the *Trackmania Prodigy Cup* will be, like the discord server, the main place where the information about the tournament will be given. Indeed, you will be able to find all the announcements that will also be published on discord, and the bracket, the mappack, and the schedule will be accessible really soon. Moreover, this is where you will need to fill out a form to register for the cup. The results of each edition of the cup will be listed on the web site so that we can keep a competition history up to date.

### III. GENERAL RULES

#### 1. Trackmania Server

The tournament will take place on dedicated servers hosted by [Micmo](#) named “Prodigy Cup room (#1 or #2)” which will be accessible from the club “Prodigy Cup”. It won’t be necessary to have the *Club access* of Trackmania, if you only have the *Standard access*, you will have to search “Prodigy Cup room (#1 or #2)” in the *Live* tab of the game.

#### 2. Registrations and commitments

People aged under 16 years old (not included) will unfortunately not be able to register for the cup. The identity will be verified, if necessary, in order to have no one transgressing the law.

The registrations will take place on the discord server of the cup from a date that will be specified when the schedule is published. Once you are registered, you commit to be present at the competition, and to join the Trackmania server 10min before the beginning of any match. You will be allowed to unregister if you think you will not be able to play the cup until 1h before the beginning of the tournament. If, after this limit, you are still registered, but you don’t join the server in game, you would be excused if it’s the first time, but if you do it twice, it may result in punishment.

#### 3. Spectate and cast

Two Twitch channels will be mobilized to ensure an official and complete cast of the competition, in French and in English. The official French cast will be done by [Monkey](#) whereas the one in English will be realized by [LuckersTurbo](#). Players willing to stream their POV of the different matches will be authorized to do so during the whole tournament.

From the quarterfinals until the end of the cup, players will be allowed to have one caller in spec mode on the server, if and only if they ask the staff to add his Trackmania login in the whitelist before the beginning of a match (there will be a dedicated channel on the discord server).

## IV. TOURNAMENT RULES

### 1. The mappack

One of the main goals of the *Trackmania Prodigy Cup* is to put forward a few maps created by some amateur players who are not used to being part of the mappers of a Trackmania competition. These few players will be recognizable on the discord server by their role *@Prodigies*, and they will be able, if they want, to create a map for the cup. At the end of the map request, the staff and I will select 8 maps out of the maps that we will receive, and these 8 maps will constitute the whole mappack for the tournament. Cuts, intended or not by the mappers, will be allowed.

### 2. First phase : Seeding

In this First phase, players will drive to qualify for the Final phase, but also to go into two groups, the Winner and the Loser Bracket servers.

The first phase is called the **Seeding**: the players will be separated in two groups and will play the same match at the same time on two different servers to ensure the smooth running of the match. This **Seeding** will be played in *Round* mode, with 1 warm-up and 3 rounds per map.

At the end of the Seeding, the 8 first players of each server will be qualified for the Winner Bracket, the course of which is detailed in the paragraph *IV.3.b.* the 8 next players (ranked between the 9th and the 16th place included) will be qualified for the Loser Bracket, the course of which is detailed in the paragraph *IV.3.a.* Every player ranked after the 16th place at the end of the Seeding will be eliminated from the competition.

Therefore, at the end of this First phase, there will be 32 players left, 16 qualified for the Winner Bracket, and 16 for the Loser Bracket.

### 3. Final phase: The play-offs

As we saw, after the First phase, the qualified players for the **Play-offs** will be separated into 2 groups of 16: The Winner Bracket (W.B.) and the Loser Bracket (L.B.).

#### a. Quarter-finals – Winner Bracket

The W.B. quarter-finals will be played by the 8 first players of each server at the end of the **Seeding**, which makes a total of 16 players. These 16 players will be divided into 4 different matches, played in Cup mode with the finalist status at 80 points and 4 rounds per map. The 2 winners of each quarter-final will be qualified for the W.B. semi-finals whereas the 2 losers will be relegated into the L.B. semi-finals.

#### b. Semi-finals – Loser Bracket

The L.B. semi-finals will be played by the 16 players ranked between the 9th and the 16th place of each server at the end of the **Seeding** plus the 8 players who have lost the W.B. quarter-finals. These 24 players will be divided into 2 different matches, played in Cup mode with the finalist status at 80 points, and 4 rounds per map. The 2 winners of each semi-final will be qualified for the L.B. final.

#### c. Final – Loser Bracket

The L.B. final will therefore be played by the 4 winners of the L.B. semi-finals. These 4 players will drive on a match in Cup mode with the finalist status at 100 points et 4 rounds per map. The first two players who manage to win a round while being finalist will have the opportunity to play the W.B. semi-finals.

#### d. Semi-finals – Winner Bracket

The W.B. semi-finals will be played by the 8 winners of the W.B. quarterfinals plus the two winners of the L.B. final. These 10 players will be divided into 2 matches, played in Cup mode, with the finalist status at 100 points, and 4 rounds per map. The 2 winners of each semi-final will be qualified for the W.B. final.

#### e. Final – Winner Bracket

The W.B. final will therefore be played by the 4 winners of the W.B. semi-finals. These 4 players will drive on a match in Cup mode with the finalist status at 120 points, and 4 rounds per map. Since the cash prize is different for each finalist, we will play the 3<sup>rd</sup> and the 4<sup>th</sup> place at the end of the match.

Note that if you don't really understand all these rules for the moment, you can find a diagram which summarizes them all at the paragraph **V**.

## 4. Map pools

For the **Seeding**, the map pool will be made of all the 8 maps of the mappack. For the rest of the matches (quarter-finals, semi-finals, finals), the map pools will be made of 4 random maps from the 8 of the mappack. The random selections of the map will be done before the beginning of the competition.

## 5. Point distribution during the matches

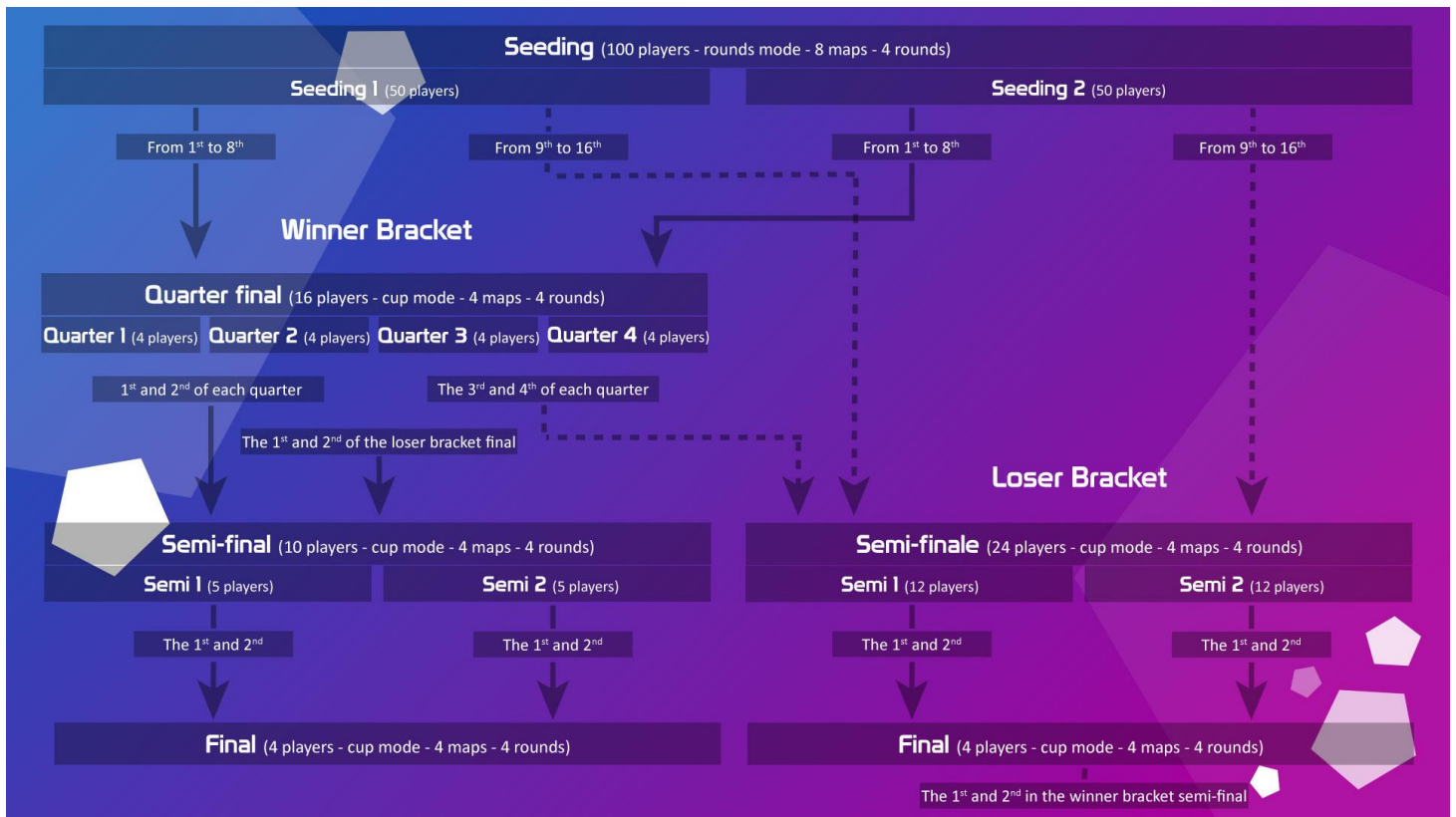
For the matches of the **Seeding**, the point distribution will be as follows:

1 <sup>st</sup>	<b>50</b>	13 <sup>th</sup>	<b>22</b>	25 <sup>th</sup>	<b>7</b>
2 <sup>nd</sup>	<b>45</b>	14 <sup>th</sup>	<b>20</b>	26 <sup>th</sup>	<b>6</b>
3 <sup>rd</sup>	<b>42</b>	15 <sup>th</sup>	<b>18</b>	27 <sup>th</sup>	<b>5</b>
4 <sup>th</sup>	<b>40</b>	16 <sup>th</sup>	<b>16</b>	28 <sup>th</sup>	<b>4</b>
5 <sup>th</sup>	<b>38</b>	17 <sup>th</sup>	<b>15</b>	29 <sup>th</sup>	<b>4</b>
6 <sup>th</sup>	<b>36</b>	18 <sup>th</sup>	<b>14</b>	30 <sup>th</sup>	<b>3</b>
7 <sup>th</sup>	<b>34</b>	19 <sup>th</sup>	<b>13</b>	31 <sup>st</sup>	<b>3</b>
8 <sup>th</sup>	<b>32</b>	20 <sup>th</sup>	<b>12</b>	32 <sup>nd</sup>	<b>3</b>
9 <sup>th</sup>	<b>30</b>	21 <sup>st</sup>	<b>11</b>	33 <sup>rd</sup>	<b>2</b>
10 <sup>th</sup>	<b>28</b>	22 <sup>nd</sup>	<b>10</b>	34 <sup>th</sup>	<b>2</b>
11 <sup>th</sup>	<b>26</b>	23 <sup>rd</sup>	<b>9</b>	35 <sup>th</sup>	<b>2</b>
12 <sup>th</sup>	<b>24</b>	24 <sup>th</sup>	<b>8</b>	36 <sup>th</sup> and more	<b>1</b>

For all the matches of the **Play-offs**, whether you are in the Winner or in the Loser Bracket, the point distribution will be as follows:

1 <sup>st</sup>	<b>10</b>
2 <sup>nd</sup>	<b>6</b>
3 <sup>rd</sup>	<b>4</b>
4 <sup>th</sup>	<b>3</b>
5 <sup>th</sup> et 6 <sup>th</sup>	<b>2</b>
7 <sup>th</sup> et 8 <sup>th</sup>	<b>1</b>

## V. Summarizing diagram



## VI. Cash prize

For this edition of the *Trackmania Prodigy Cup*, the participants will fight for a total cash prize of 400€:

- 380€ for the players who will qualify for the W.B. final:

1 <sup>st</sup>	200€
2 <sup>nd</sup>	100€
3 <sup>rd</sup>	60€
4 <sup>th</sup>	20€

- 20€ for the mapper who will win the poll of the best map which will take place at the end of the tournament.



## Thanks

Micmo for the Trackmania dedicated servers.  
LuckersTurbo for having accepted to do the official English cast of the cup.

All the staff and the organizers of the competition, behind the names of Killeut, Jeremme, Jitsky, Eria.



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