TRACKMANIA
GAMES

RULEBOOK

I - Introduction

1. Trackmania Games definition

1.1 General description

The Trackmania Games are a tournament organised by Gear Five and other Trackmania tournament organisers (see the list here). The tournament will be held online from January 23rd to February 8th 2026. The Trackmania Games celebrate the diversity of Trackmania at the highest level through a nation-based competition, with each country represented by a national team competing in events that showcase the main styles in the competitive Trackmania scene.

Each national team will be assembled according to selection criteria defined by its coach and captain. These two individuals, chosen for their expertise and professionalism, will select the players who will represent their nation in the eleven featured disciplines: Tech Solo, Tech Team, Mixed Solo, Mixed Duo, Ice Duo, Fullspeed, Fastlearn, RPG, Trial, Pathfinding and Mapping.

Points will be awarded to the national team for each event, contributing to an overall ranking that determines the best Trackmania nation.

The top 3 players or teams in each event will receive a custom-made medal, which will be sent to them directly.

1.2 Global Links

Website
Discord
Twitter
Official twitch channel
Pick-ems

2. Acknowledgement and acceptance of the rules

Each Participant of the Trackmania Games must read, acknowledge and accept this rulebook and abide by the Rules at all times in order to remain eligible to participate.

In order to ensure sportsmanship and fairplay, Organisers may amend or supplement these Rules with or without prior notice.

Any changes to this rulebook will be communicated or made available to Participants through the official Discord.

II - Condition of participation eligibility

Participants shall be and remain eligible to participate in the Trackmania Games as 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.

1. Registration

Each country is represented by a **coach** and a **captain**. The list of captains/coaches is available at the end of the rulebook.

The captain is the official representative of their country. The captain speaks for their team in interviews and promotes them. They will also ensure that everyone in the team feels included. They can also assist the coach in making decisions.

The coach manages the national line-up. They are responsible for organising the team, ensuring that all players receive the necessary information, acting as a point of contact for the organisers, and dealing with all matters relating to the team as a whole. Coaches can play one or more events if they wish.

It is possible for the same person to hold both positions, especially in smaller countries.

To take part in the Trackmania Games, a Participant must have been selected by their country's coach and be registered on the link that will be sent to the coach (except for the two competitions open to all, as indicated in paragraph 1.8 Pathfinding and 1.9 Trial).

To allow as many players as possible to take part in the competition and represent their countries, rules have been put in place regarding the selection of countries with a large player base. This is in the interests of fairness.

The restrictions were devised based on the TM News Trackmania player database. The idea is that the larger a country's player base, the more limited its ability to select the same player to represent it in multiple events will be.
Details of these limits are available in the table below:

Limitation	Country
2 events per player	France
	Germany
3 events per player	United States
	Netherlands
	United Kingdom
4 events per player	Belgium
	Poland
No restrictions	Others

**For example, a French player can take part in both the Tech Team and Tech Solo tournaments or Ice Duo & Fullspeed tournaments. Pathfinding, Trial and Mapping are not concerned by those limitations.*

Registration for national line-ups will close on 28 December 2025 at 18:00 CET.

2. Nationality

Any player selected for a national line-up must be a citizen of that country. The organisation reserves the right to verify this by requesting identity documents if there is any doubt about the accuracy of the information provided when registering a line-up, or at any time during the competition.

Individuals with dual nationality may choose to compete for either of their two countries of citizenship (you can't participate for two countries at the same time). If you are stateless and wish to participate, please contact the competition administrators.

Nationality alone may be too restrictive, so an additional criterion is introduced. Players are allowed to represent either the country of which they are a citizen **or** the country in which they have been residing for the past **three years**. Any choice will be final.

2.1 Special cases

The list of eligible countries is based on the official Olympic Games country list. Certain exceptions apply due to historical or political arrangements:

Northern Ireland: players may choose to compete either for **Ireland** or **Great Britain**.

Hong Kong: players from Hong Kong may compete either for **Hong Kong** or **China**.

Puerto Rico: players from Puerto Rico may compete either for **Puerto Rico** or the **United States**.

3. UBISOFT account in good standing

In order to be eligible to participate in the Trackmania Games tournament, participants 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.

4. UBISOFT Club Access

The participant must have Club Access activated on their UBISOFT account in order to be eligible to participate in the Trackmania Games. Subscribing to Club Access gives access to the advanced features of the game and specific match server necessary to participate in official matches.

5. Game Version

Trackmania Games events 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 Games, and in particular game and specific match server used to participate in official matches of the Trackmania Games.

All events, except Trial, Pathfinding and Mapping, require the participant to play on PC.

Participants in a Trackmania Games event 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 “Regular” signature mode parameter enabled.

6. Rules of good conduct and sportsmanship

By participating in the Trackmania Games, all national teams, coaches, captains and players agree to respect and follow the following rules of good conduct and

sportsmanship. Any breach of these rules may result in penalties, disqualification, or other sanctions at the discretion of the tournament organisers.

- Fair Play and Respect for the Game

Tracks must be played as designed by their authors. The use of shortcuts or unintended routes must be sent to the admins so that they can approve or reject the use of this new route (except for the RPG, Fastlearn, Trial and Pathfinding events). The use of cuts or new route without any warning to the admins may result in disqualification or round penalties depending on severity.

Leaving a match without a valid reason is prohibited and may lead to disqualification and a lose.
Players are expected to compete to the best of their ability and maintain a consistent level of competitiveness and entertainment throughout the event.

- Cheating and Match Integrity

Cheating is strictly prohibited and will be heavily penalised. This includes, but is not limited to:
- The use of third-party software or hardware modifications;
- Any alteration of the game's code, servers, or data;
- Stream sniping, or any attempt to gain unfair information during a live match.
- Match-fixing — defined as any act of predetermining or manipulating the outcome of a match or event (through bribery, threats, or other means) — is strictly forbidden. Teams, staff, and players must not intentionally lose or manipulate results to influence rankings, seeding, or brackets.

- Behaviour and Professionalism

All participants must behave in a respectful and professional manner towards opponents, teammates, spectators, officials, sponsors, and organisers.
The use of vulgar, insulting, or discriminatory language — including gestures or written communication — is strictly prohibited.
Harassment, provocation, or defamation of any kind will not be tolerated.
Excessive arguing with tournament officials or verbal abuse towards staff members may result in immediate sanctions.

- Discrimination and Offensive Conduct

The following behaviours are strictly prohibited:

- Any comment, gesture, or content deemed offensive or discriminatory, including those related to gender, sexual orientation, disability, ethnicity, nationality, religion, age, or physical appearance;
- Illegal, threatening, or dangerous statements or actions;

- Possession, use, or distribution of illegal substances or performance-enhancing drugs during the competition;
- Impersonation, intimidation, or any act of physical or verbal aggression;
- Stalking, harassment, or unwanted sexual behaviour.

- Betting and Gambling

Alongside the event, the organizers will be hosting “Pick Em” set up on E-Circuit Mania. This will allow viewers only to place non-financial bets related to the Trackmania Games 2026. Staff are forbidden from participating, directly or indirectly, in any form of betting or gambling related to the Trackmania Games 2026 or any of its matches, including Pick Em. .

Any other forms of gambling/betting is strictly forbidden.

7. Penalties

In the event of a breach of the Rulebook, the organisers reserve the right to apply a penalty against the team or the player, according to the seriousness of the infringement found. In each case, the team captain and the coach are informed of the situation. The organisers may impose the following sanctions according to the degree, severity, and repetition of any breach found, in the following order of gravity:

- Warning

The player or the team is warned that their behavior is harmful to the smooth running of the event and that they must stop. In case of recurrence, the organisers may aggravate the sanction.

- Temporary suspension

The organisers reserve the right to temporarily suspend a team or participant from the competition in the case of a repeated and/or particularly serious violation of the regulation. In case of the suspension of participation in the event, the team or participant will not be allowed to play throughout the suspension period.

- Disqualification

The organizers reserve the right to disqualify at any time and without notice a team or a player of the event in the case of a repeated and/or particularly serious violation of the regulation.

- Banishment

The organisers reserve the right to ban at any time and without notice a team or a player of the event in the case of a repeated and/or particularly serious violation of

the regulation.

- Other penalties

In addition to these disciplinary sanctions, the organizers reserve the right to sue, as in civil and criminal matters, any person who has or has attempted to disrupt the proper conduct in particular by contributing to a case of cheating, fraud, or automated data processing system whether or not they have participated in the event.

III - Events

The Trackmania Games consist of a series of events (11) organized over three weekends (23 January to 8 February 2026) following a specific schedule.

Each national team is not required to participate in all events. It is up to the captain and coach to choose in which events their nation will take part. They have to register their line-up before 28 December at 00:00 CET.

Each event will allow players to earn points for their national team. The details of the points are shown in IV. Gains / 1. Global Ranking.

To allow for greater diversity of countries represented and fairness based on the size of the countries in terms of number of players, a maximum number of players per country will be imposed for each event. One stand-in player is allowed for each solo event, for the Mixed Duo event and for the Fastlearn event.

A stand-in player for solo events (concerns Tech Solo, Mixed Solo, Fullspeed and RPG) cannot replace another player during a match, he can only replace a player until 24h before the beginning of the event.

A stand-in player for team events (concerns Fastlearn and Mixed Duo) is someone who is on call in case of emergency and a replacement is needed. They cannot join an ongoing match. For example, if A and B are playing and C is the stand-in player, C cannot come in during the match.
If B falls ill overnight and cannot play on D-Day, C can replace them for at least all matches of the current day. In this case, C can replace B. However, if B feels unwell during a match, C cannot replace them. Either B finishes the match and is replaced by C for, at least, the next matches of the day, or the team gives up.
To simplify, each team is allowed to use one replacement between matches per day.

The details for all events, including the number of players allowed for each, are shown in Annex 2 : Summary table of all events.
All information and updates about the event are shared within the official Discord.
Organizers strongly encourage all participants to join.

1. Mixed

The mixed tournament consists of two sub-events: a solo event and a duo event. Both sub-events will use the same map pack (three maps), which will be available on the official competition club on 2 January 2026.

The solo mixed event will take place on 24 and 25 January 2026.
The team mixed event will take place on 31 January and 8 February 2026.

The schedule is available here

1.1 Mixed Solo

Format

The event allows a maximum of four players (+1 stand-in[1]) per country to participate. The qualifying stage will consist of a round of seedings and will be open to all players registered by their national team.

Seeding in Round

The seeding phase will take place on Saturday 24 January at 13:00 CET. Players will be arbitrarily distributed into four servers, each composed of 64 participants. Each map will be played over ten rounds, and the completion time of each round will be recorded.
The total qualifying time for each player will be calculated as the sum of their eight best round times, excluding the two slowest out of ten. If a player does not finish a round (DNF), they will be assigned a time equal to the time taken by the player who finishes in first place in that round plus ten seconds, corresponding to the finish timeout.
Players will then be ranked in ascending order across all servers based on their total time, with the top 64 qualifying for the next stage. These rankings will also be used to allocate players to the double-elimination bracket in the final phase.

- Number of rounds per track: 10.
- Warm-up number: 1.
- Warm-up: 60 seconds.
- Number of tracks played: 3.
- Finish timeout: 10 seconds.

[1] *A stand-in player for solo events cannot replace another player during a match, he can only replace a player until 24h before the beginning of the event.*

- Opponents: potentially hidden.
- Track order: chosen by the tournament organisers.
- Respawn: enabled.
- TOP 64 is qualified for the Double Elimination Bracket

Double Elimination Bracket

Each match consists of four players. During the match, participants play against each other in a cup format. The two winners then qualify for the next round. The two losers continue in the losers' bracket. Players are eliminated from the tournament when they lose a match in the losers' bracket.

- Maxplayers: 1vs1vs1vs1
- Points limit: between 100 (120 from the quarter-finals)
- Distribution of points: 10, 6, 4, 3
- Finish timeout: 15 seconds
- Rounds per track: 4
- Warm-up number: 1
- Warm-up: 30 seconds
- Opponents: potentially hidden
- Number of winners: 2 (3 for the grand final)
- Track order: chosen by the tournament organizer
- Respawn: activated

The two winners from the winner's bracket final will receive a bonus for the grand final : 10 points for first place and 6 points for second place.

Maps

The mappack will consist of three tracks built for the competition. These will be available on 2 January 2026 on the official competition club.

1.2 Mixed Duo

Format

A maximum of two duos (+1 stand-in[2] per duo) per country can participate in the event. The qualifying stage is a round of seeding and is open to all duos registered by their national team.

Seeding in Round

The seeding phase will take place on Saturday 31 January at 13:00 CET. Duos will be arbitrarily distributed into four servers, each composed of 32 teams. Both players from the duo must take part in this phase. Each map will be played over a total of ten rounds, during which the completion time of every round will be recorded.

For each duo, the total qualifying time will be calculated as the sum of the eight best round times for each player, excluding the two slowest rounds out of the ten. In the event of a DNF, a player will be assigned a time equal to the first-place time of the round plus ten seconds, corresponding to the finish timeout. The duo's total qualifying time corresponds to the combined total qualifying times of both players.

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[2] A stand-in player (for duo and team events) is someone who is on call in case of emergency and a replacement is needed. They cannot join an ongoing match. For example, if A and B are playing and C is the stand-in player, C cannot come in during the match. If B falls ill overnight and cannot play on D-Day, C can replace them. In this case, C can replace B. However, if B feels unwell during a match, C cannot replace them. Either B finishes the match and is replaced by C for the next matches, or the team gives up.

Duos will then be ranked in ascending order between all servers based on their total time, and the top 64 duos will qualify for the next stage in TMWT mode. These rankings will also be used to allocate teams to the double-elimination bracket in the final phase.

- Number of rounds per track: 10.
- Warm-up number: 1
- Warm-up duration: 60 seconds.
- Number of tracks played: 3.
- Finish timeout: 10 seconds.
- Opponents: potentially hidden.
- Track order: chosen by the tournament organisers.
- Respawn: enabled.
- TOP 64 is qualified for the Double Elimination Bracket

Double Elimination Bracket

Each match will consist of two duos. In each match, the participants will play against each other in TMWT mode. At the end of each match, the winning duo will qualify for the next round of the tournament. Losing duos will continue in the losers' bracket. Duos are eliminated from the tournament when they lose a match in the losers' bracket.

- Maxplayers: 2vs2
- Map Points limit: 15
- Match Points limit : 2 (BO3)
- Finish timeout: 15 seconds
- Warm-up number: 1
- Opponents: potentially hidden
- Track order: chosen by the players
- Respawn: activated

Maps

The mappack will consist of three circuits built for the competition. These will be available on 2 January 2026 on the official competition club.

2. Tech

The tech tournament is divided into two sub-events: a solo event and a team event. Players can participate in both. Both sub-events will be using the same mappack (3 maps), which will be available from January 2nd 2026 on the official competition club.
The solo tech event will take place on 1st and 7th February 2026.
The team tech event will take place on 24th and 25th January 2026.

Schedule available here

2.1 Tech Solo

Format

The event allows a maximum of four players (+1 stand-in) per country to participate.
The qualifying stage will consist of a round of seedings and will be open to all players registered through their national team

Seeding in Round

The seeding phase will take place on Sunday, 1 February at 13:00 CET. Players will be arbitrarily distributed into four servers, each composed of 64 participants. Each map will be played over ten rounds, and the completion time of each round will be recorded.
The total qualifying time for each player will be calculated as the sum of their eight best round times, excluding the two slowest out of ten. If a player does not finish a round (DNF), they will be assigned a time equal to the time taken by the player who finishes in first place in that round plus ten seconds, corresponding to

the finish timeout.
Players will then be ranked in ascending order across all servers based on their total time, with the top 64 qualifying for the next stage. These rankings will also be used to allocate players to the double-elimination bracket in the final phase.

- Number of rounds per track: 10.
- Warm-up number: 1
- Warm-up: 60 seconds.
- Number of tracks played: 3.
- Finish timeout: 10 seconds.
- Opponents: potentially hidden.
- Track order: chosen by the tournament organisers.
- Respawn: enabled.
- TOP 64 is qualified for the Double Elimination Bracket

Double Elimination Bracket

Each match consists of four players. During the match, the participants play against each other in a cup match. The two winners then qualify for the next round of the bracket. The two losers continue in the losers' bracket. Players are eliminated from the tournament when they lose a match in the losers' bracket.

- Maxplayers: 1vs1vs1vs1
- Points limit: between 100 (120 from the quarter finals)
- Distribution of points: 10, 6, 4, 3
- Finish timeout: 15 seconds
- Rounds per track: 4
- Warm-up number: 1
- Warm-up: 30 seconds
- Opponents: potentially hidden
- Number of winners: 2 (3 for the grand final)
- Track order: chosen by the tournament organizer
- Respawn: activated

The two winners of the final of the winner's bracket will receive a bonus for the grand final : 10 points for the first place winner and 6 points for the second place winner.

Maps

The mappack will consist of three tracks built for the competition. These will be available on 2 January 2026 on the official competition club.

2.2 Tech Team

Format

Only one team (three to five players) per country can participate in the event. The qualifying stage is a round of seeding. It is open to all registered teams. The top 32 teams from this phase will then progress to a double elimination bracket in KOTT mode. These rankings will also be used to allocate participants to the double-elimination bracket in the final phase.

Seeding in Round

The seeding phase will take place on Saturday 24 January at 18:00 CET. Teams will be arbitrarily distributed into four servers, each composed of 16 teams. Each team must have at least three players participate in this phase. For each map, up to three players per team may play, but teams are allowed to rotate their players between maps among the five registered players. Each map will be played over a total of ten rounds, and the time for each round will be recorded.

For each team, the total qualifying time will be calculated based on the players who compete on each map. For each player, the qualifying time is the sum of their eight fastest round times, excluding the two slowest rounds out of the ten. In the event of a DNF, the player will receive a time equal to the first-place time of the round plus ten seconds, corresponding to the finish timeout.
The team's total qualifying time is the sum of the qualifying times of the three players who play on each map, across all maps played.

Teams will then be ranked in ascending order across all servers based on their total time, and the top 32 teams will qualify for the next stage in KOTT mode.

- Number of rounds per track: 10.
- Warm-up number: 1
- Warm-up duration: 60 seconds.
- Number of tracks played: 3.
- Finish timeout: 10 seconds.
- Opponents: potentially hidden.
- Track order: chosen by the tournament organisers.
- Respawn: enabled.
- TOP 32 Teams are qualified for the Double Elimination Bracket

Double Elimination Bracket

Each match will consist of four teams. In each match, the participants will play against each other in KOTT mode.

KOTT mode: For each map, the team chooses three players to compete in Knockout on said map. Each round, the last player is eliminated and given a final ranking. When eliminated, the player also gives their team the points associated with their rank. For example, a player eliminated in 12th position will give 12 points. Once all maps have been played, the two teams with the least points will be declared winners.

In case of a tie between 2 teams, the team winner will be determined on the average of the best positions on each map. If the average is the same for both, it's the best player from the last map that gives the win to his team.

A team may decide to field different players depending on the map being played.

The two teams winners then qualify for the next round of the bracket. The two losers continue in the losers' bracket. Teams are eliminated from the tournament when they lose a match in the losers' bracket.

- Maxplayers: 3vs3vs3vs3.
- Rotation : 3.
- Number of rounds per track: 11.
- Number of tracks played: 1 per rotation.
- Each eliminated player earns their team a number of points equal to the number of players present at the start of that round (e.g. if 8 players remain, the eliminated player earns 8 points).
- Warm-up number: 1.
- Finish timeout: infinite.
- Opponents: potentially hidden.
- Track order: chosen by the tournament organisers.
- Respawn: enabled.

Maps

The mappack will consist of three circuits built for the competition. These will be available on 2 January 2026 on the official competition club.

3. Ice Duo

The ice event is a duo event that will be played on three maps, which will be available on 2 January 2026 on the official competition club. The event will take place on 24 January 2026 and the 1st February 2026. Schedule available here.

Format

A maximum of two duos, (+1 substitute[3] per duo), per country can participate in the event. The seeding stage is a round-based seeding phase open to all registered duos. The top 32 duos from this phase will then qualify for a double-elimination bracket in Duo-Cup mode. Participants will be allocated to the double-elimination bracket for the final phase based on their seeding phase rankings.

Seeding in Round

The seeding phase will take place on Saturday 24 January at 18:00 CET. Duos will be arbitrarily distributed into four servers, each composed of 32 duos. Each duo must have at least two players participating in this phase. For each map, two players per team can play, but teams are allowed to rotate their players between maps among the three registered players (including the substitute). Each map will be played over a total of ten rounds, and the time for each round will be recorded.

For each duo, the total qualifying time will be calculated based on the players who compete on each map. For each player, the qualifying time is the sum of their eight best round times, excluding the two slowest rounds out of the ten. In the event of a DNF, the player will receive a time equal to the first-place time of the round plus ten seconds, corresponding to the finish timeout.
The duo's total qualifying time is the sum of the qualifying times of the two players who play on each map, across all maps played.

[3] *A substitute is a player who can replace a player during a match. For example, A and B are field players for the team and C is a substitute. A and B play the first map; C can then replace A for the next one.*

Duos will then be ranked in ascending order across all servers based on their total time, and the top 32 duos will qualify for the next stage.

- Number of rounds per track: 10.
- Warm-up number: 1
- Warm-up duration: 60 seconds.
- Number of tracks played: 3.
- Finish timeout: 10 seconds.
- Opponents: potentially hidden.
- Track order: chosen by the tournament organisers.
- Respawn: enabled.
- TOP 32 is qualified for the Double Elimination Bracket

Double Elimination Bracket

Each match will consist of four duos. In each match, the participants will play against each other in Duo Cup mode.

This mode is played like a classic cup, only the points of the two players in the same duo are linked. Each duo accumulates points until the finalist stage, where both players must finish first in turn to qualify.

At the end of the match, the two winning duos qualify for the next round of the bracket. The two losing duos will continue in the losers' bracket. Duos are eliminated from the tournament when they lose a match in the losers' bracket.
With each new map, the duo may change players by promoting the substitute to the official line up on the map. Any planned changes must be notified to the administrators prior to the matches.

- Maxplayers: 2vs2vs2vs2
- Points repartition: 10,8,6,5,4,3,2,1
- Points limit : 200 (220 from winner / loser final, all info on the website)
- Finish timeout: 15 seconds
- Rounds per track: 4
- Warm-up number: 1
- Opponents: potentially hidden
- Number of winners: 2 (3 for the grand final)
- Track order: chosen by the tournament organiser
- Respawn: activated

Maps

The mappack will consist of three circuits built for the competition. These will be available on 2 January 2026 on the official competition club.

4. Fullspeed

The fullspeed event is a solo event that will be played on three maps, which will be available on 2nd January 2026 on the official competition club.

The event will take place on 31st January 2026 and the 7th February 2026.
Schedule available here.

Format

A maximum of three players per country (+1 stand-in) are allowed to participate in the event. The seeding stage is a round-based seeding phase open to registered players. The top 32 players from this phase will then qualify for a double-elimination bracket in Cup mode.

Seeding in Round

The seeding phase will take place on Saturday, 31st January at 19:00 CET. Players will be arbitrarily distributed into two servers, each composed of 85 participants. Each map will be played over a total of ten rounds, during which the completion time of every round will be recorded.
For each player, the total qualifying time will be calculated as the sum of the eight best round times, excluding the two slowest rounds out of the ten. In the event of a DNF, the player will be assigned a time equal to the first-place time of the round plus ten seconds, corresponding to the finish timeout.
Players will then be ranked in ascending order between all servers based on their total time, and the top 32 players will qualify for the next stage.

- Number of rounds per track: 10.
- Warm-up number: 1
- Warm-up duration: 60 seconds.
- Number of tracks played: 3.
- Finish timeout: 10 seconds.
- Opponents: potentially hidden.
- Track order: chosen by the tournament organisers.
- Respawn: disable.

- TOP 32 is qualified for the Double Elimination Bracket

Double Elimination Bracket

Each match consists of four players. During the match, the participants play against each other in a cup match. The two winners then qualify for the next round of the bracket. The two losers continue in the losers' bracket. Players are eliminated from the tournament when they lose a match in the losers' bracket.

- Maxplayers: 1vs1vs1vs1
- Points limit: between 100 (120 from the quarter finals)
- Distribution of points: 10, 6, 4, 3
- Finish timeout: 15 seconds
- Rounds per track: 4
- Warm-up number: 1
- Warm-up: 30 seconds
- Opponents: potentially hidden
- Number of winners: 2 (3 for the grand final)
- Track order: chosen by the tournament organiser
- Respawn: disable

The two winners of the final of the winner's bracket will receive a bonus for the grand final : 10 points for the first place winner and 6 points for the second place winner.

Maps

The mappack will consist of three circuits built for the competition. These will be available on 2 January 2026 on the official competition club.

5. RPG

The RPG event is a solo event that will be played on three maps, which will be available on 23 January 2026 at 21:00 CET on the official competition club.

The event will take place from 23 January to 31 January for the seeding phase and the 1st February 2026 and the 8 February for the Bracket Phase.
Schedule available here.

Format

A maximum of three players per country (+1 stand-in) are allowed to participate in the event.

The RPG competition will take place in three distinct phases: Time Attack qualifiers leading the top 32 to the next phase, a Knockout phase leading the top 16 to the next phase, and then a single-elimination bracket in reverse cup mode. The results of the Time Attack phase will be used to allocate participants to the single-elimination bracket in the final phase.

Seeding in Time Attack

The seeding phase will start with the release of the 3 maps on Friday 23 January at 21:00 CET. The seeding will be played on Time Attacks on 2 maps: **Innominatus** by Naxanria and **Silent Echo** by Qiraj . At 21:00 CET on 31 January 2026, the times will be frozen and the sum of the two times on the seeding maps will form a ranking. The top 32 will then qualify for the knockout phase.

The two times must be recorded on the maps available on the official club campaign.

- Number of maps: 2
- Cuts: Allowed
- Respawn: Enabled.

Knockout Phase

On Sunday 1 February 2026 at 19:00 CET, the knockout phase will take place in two parts on the two maps used for seeding. First, the TOP 32 will be reduced to the

top 24 after the first seeding phase, which will take place on **Innominatus**. A second phase played on **Silent Echo**, starting at 20:00 CET, will give us the 16 players who qualify for the single elimination bracket.

- Number of out per round : 1
- Finish timeout: infinite
- Warm-up number: 1
- Opponents: potentially hidden
- Cuts: Allowed
- Respawn: Enabled.

Single Elimination Bracket

Each match consists of four players. During the match, the participants play against each other in a reverse cup mode.

Reverse cup mode : Players start all matches with a defined number of points. Players lose points based on their position in each round. When a player reaches 0 points they are in “Last Chance” and if they come last in a round, they are eliminated from the match. The match continues until 2 players are out.
The Time Attack rankings will be used to allocate participants to the single-elimination bracket.
The two winners then qualify for the next round of the bracket. The two losers are eliminated from the tournament.
This phase will happen on the **3 maps** available for the RPG event.

- Maxplayers: 1vs1vs1vs1
- Points at the start: 60 (80 during the final)
- Distribution of points: -2, -5, -7, -10 / -2, -6, -10 / -2, -10 ; (-12 if DNF)
- Finish timeout: 45 seconds
- Rounds per track: 4
- Warm-up number: 1
- Warm-up: 30 seconds
- Opponents: Potentially hidden
- Number of winners: 2 (3 for the grand final)
- Track order: Chosen by the tournament organizer
- Respawn: Enabled.

Maps

The mappack will consist of three circuits built for the competition. These will be available on Friday 23 January at 21:00 CET on the official competition club. The the two maps (**Innominatus and Silent Echo**) used for the seeding and the

knockout phase, the third map (**Forgotten Vale**) used for the single elimination bracket.

6. Fastlearn

The Fastlearn tournament is a trio Bingo event that will be played on unknown maps, which will take place on Saturday 31 January and Saturday 7th February 2026.

Schedule available here.

Format

Only one trio per country (+1 stand-in[4] per team) is allowed to participate in the event.
The Fastlearn competition will take place in two distinct phases: A relay mode qualifier leading the best 32 trios to the next phase, and a double-elimination bracket in Team vs Team mode. The results of the Relay phase will be used to allocate participants to the double-elimination bracket in the final phase.
The maps played (coming from TMX) will be maps that none of the players in the match have played before.

Seeding in Relay mode

The seeding phase will take place on Saturday 31 January at 19:00 CET. Teams will be distributed into two servers, each composed of 32 trios, with 16 trios qualifying from each server. The seeding will be played on Relay mode on 5 unknown maps.

Relay mode : All teams compete at the same time in relay mode. When the match starts and at the beginning of each map, each team has 20 seconds to choose which player will play in which position in the relay. The 1st player of each team spawn and must finish the map as quickly as possible. Once their run is over, the 2nd player of the team appears and must finish as quickly as possible, the third player does the same. At the end of the three runs, the round ends. The final finish order determines the points: 1st = 1 point/ 2nd = 2 points and so on.. The 32 trios with the least points are qualified for the double elimination bracket.

The seeding ranking will be determined by the total points earned by the three

[4] *A stand-in player is someone who is on call in case of emergency and a replacement is needed. They cannot join an ongoing match. For example, if A and B are playing and C is the stand-in player, C cannot come in during the match. If B falls ill overnight and cannot play on D-Day, C can replace them. In this case, C can replace B. However, if B feels unwell during a match, C cannot replace them. Either B finishes the match and is replaced by C for the next matches, or the team gives up.*

teammates during this phase.

- Number of tracks played: 5.
- Number of rounds per track: 2.
- Finish timeout: 30 seconds.
- Warm-up number: 1
- Opponents: potentially hidden.
- Track order: chosen by the tournament organisers.
- Respawn: enabled.
- Point distribution: 1,2,3,4,5,6,7,8,9,10,11,(...)
- TOP 32 Teams are qualified for the Double Elimination Bracket

Double Elimination Bracket

Each match consists of two trios in Bingo Mode.

The Bingo Mode is a custom gamemode where two teams battle against each other to claim as many cells as possible on a grid in order to try and complete a row, column or diagonal. Each cell on this board corresponds to a track that players can claim for their team by achieving a specific medal on that track. Once a track has been claimed, in order to reclaim it, other teams must beat the time that was set on that track.

If, at the end of the allotted time, no team has managed to form a line, the team that has claimed the most maps wins. If the number of maps claimed by the two teams is equal, overtime is activated, and the first team to claim one more map wins the game.

To win a match, a team must win 2 grid (BO3).

The winning team qualifies for the next round of the bracket. The losing team continues in the losers' bracket. Players are eliminated from the tournament when they lose a match in the losers' bracket.

- Maxplayers: 3vs3
- Grid size : 5x5
- Target medal : Author
- Time Limit : 20 minutes
- Grace Period : 5 minutes
- Grid to win : 2 (BO3)
- Map rerolls : disable
- Competitive Patch : activate

Maps

The maps available on the grids will be randomly drawn from ManiaExchange. None of the maps available on the grids will have been achieved by a player in that match. Only maps with the *TM_Race* type will be picked where the AT time does not exceed 3 minutes.

7. Mapping

The mapping event is a competition that will begin on 16 January 2026 at 21:00 CET and end on 30 January 2026 at 21:00.

Schedule available here.

Mapping event rules here.

The competition will consist of a collaborative mapping phase aimed at creating an original mixed map based on a given theme. Each country can only submit one map. The submission deadline is 30 January at 21:00 CET.

The idea is to bring together different talents from a single country (way creators, scenery makers, item designers, media trackers, etc.) around a project. With this in mind, the coach of each national team must indicate, when registering the line-up the 28 December 2025, **a mapping representative** who will be responsible for gathering as many mappers as possible within their country to carry out the project.

On 8 February 2026, a jury of five Trackmania experts will judge the creations based on the criteria listed below:

- Route: Quality of the route, both in terms of readability when discovering it and its intrinsic quality when played.
- Scenery: Quality of the decoration. Expectations in terms of scenery are based as much on the readability of the map as on the visual appeal when driving the map. Consistency in terms of decoration is expected
- Accessibility: The map must be suitable for everyone, from beginner to pro. The difficulty of the map must be designed so that it can be used in COTD.
- Diversity: good balance of driving techniques and surfaces used, but also overall consistency of the map.
- Originality: Ability to be original in terms of both way and scenery creation.
- Competitiveness: The map should still be interesting to play after several runs. We still expect a challenging map that could potentially have a place in a mixed competition.

Players and spectators will also be able to vote for their favourite maps via polls set up on the stream. The jury's scores will count for 75% of the notation and the

public for 25%.
The best map will be eligible for COTD.
The 25 best maps will then be selected to make up a “souvenir” campaign.

The list below is all the additional information you need to know if you want to take part in the events:

- It is strictly forbidden to create the map with people from another country.
- It is necessary to list all the people who contributed to the creation of the map when sending it.
- The map must be a mixed map, meaning a map with several surfaces and driving techniques mixed in the same track. It is expected to have at least 3 different main playstyles across the track (Tech, Dirt, Grass, RPG, Fullspeed...). At least 2 corners/difficulties per style are needed to validate it.
- The map must last between 40 seconds and 1 minute 10 seconds maximum.
- The use of alt cars is allowed.
- GPS is mandatory.
- It is strictly forbidden to mention registered trademarks. If you wish to use custom music, it must be royalty-free.
- It is strictly forbidden to have signs that could indicate affiliation with a country, mapping team, or other distinctive sign..
- Map must be less than 7 MB.
- All CP must be double respawnable.

The map must be built using the gbx file provided on January 16, 2026, on the competition's official website. The mapping representative may only submit one version of the map.

8. Pathfinding

The Pathfinding tournament is a Time Attack event that will be played on one map during one week, which will take place from Friday 23 January 2026 at 21:00 CET to Friday 30 January 2026 at 21:00 CET. The goal is simple: set the fastest time on the map by the end of the event.

Schedule available here.

This event is open to everyone. Any player can take part in the competition and try to earn points for their national team.

The top 32 finishers[5] in this event will earn points for their country, and only the

[5] *Top 32, with a limit of 3 players per country. If 4 players from the same country are in the top 32, the 4th player will not earn any points for their country and the 33rd best player on the card will earn points for their team.*

three best results from each country will count towards the points tally.

The Pathfinding map will be available on Friday 23 January 2026 at 21:00 CET, and only times validated on the map in the club will be counted.

- Time Attack Time : 1 week
- Map : 1
- Number of players scoring points for their national team : 3
- Official time : Secret

9. Trial

The Trial tournament is a Time Attack event that will be played on one map for a week, which will take place from Saturday 31 January 2026 at 20:00 CET to Saturday 7th February 2026 at 20:00 CET. The goal is simple: set the fastest time on the map by the end of the event.

Schedule available here.

This event is open to everyone. Any player can take part in the competition and try to earn points for their national team.

The top 32 finishers in this event will earn points for their country, and only the three best results from each country will count towards the points tally.

The trial map will be available on Saturday, 31 January at 20:00 CET, and only times validated on the map in the club will be counted.

- Time Attack Time : 1 week
- Map : 1
- Number of players scoring points for their national team : 3
- Cuts : Allowed

IV. During the match

A set of rules published below must be observed to ensure that matches are conducted properly.

1.1 Before the match

The server admins will try as much as possible to give the players a chance to warm up before each match, but due to time constraints, they cannot guarantee a minimum time.

The match must start at the exact time indicated on the schedule, and players must be ready to start at least 10 minutes before the indicated match time. Any player who is more than 15 minutes late for their match, without a valid reason, will lose their match by default and may be penalized.

If any problem occurs with the sound, network or PC, the player must notify the server admin immediately so that it can be resolved as soon as possible.

1.2 Interruption of a match

If a match is unintentionally interrupted (player crash, server crash, network/electrical failure, etc.), the tournament organiser agrees to assess different situations in their own way and to act according to what they deem most appropriate, but will endeavour to comply with the following rules as far as possible:
- If a player is disconnected before the end of the first run of the first map, the entire match is replayed.
- If a player reports an issue or disconnects during the first 5 seconds of their round. The round may be stopped/invalidated and replayed.
- If all players are disconnected, the interrupted race is cancelled and replayed.

1.3 Leaving a match

Players are not permitted to leave an official match in progress unless authorised to do so by the match format or unless expressly permitted to do so by a tournament official. If a player leaves a match early, they may be disqualified and declared as a loser.

1.4 Appeal

If a player believes that they have been the victim of a breach of the rules during their match, the player must notify the admin server immediately.

Players are strongly advised to provide as much information as possible to assist tournament officials in their investigation. Unjustified and repeated requests for investigation will be penalised.

V. Gains

1. Global Ranking

The global Ranking will be available on the website.
Each event will award points to players and teams based on their final ranking. Here is the points distribution that will be implemented:

Ranking Participant	**Points awarded**
1	1000
2	700
3	500
4	421
5/6	349
7/8	290
9/12	237
13/16	194
17/24	159
25/32	130
33/48	106
49/64	86
65/96	70
97/128	57
Qualification or seeding stage	5
No show at Cup Mod 1st round	0
No show at qualification or seeding stage	0

2. Medals

During the competition, medals will be awarded to the top three finishers in each event! These medals have been specially created for the event and will be sent to each player who finishes in the top three in each event.

The players will be contacted by Gear Five shortly after the competition to organize deliveries.

VI - Stream & rebroadcast

Throughout the competition. An official cast will be available on the official Trackmania channel. It will allow everyone to follow the various events thanks to our broadcast.

All players, captains and coaches registered are authorised to stream and commentate all the matches of each event. However, they undertake to implement the various assets indicated and available on the Trackmania Games official Discord. They also undertake to comply with the Rules of Good Conduct and Sportsmanship available above in the Rulebook.
Any violation of these rules may entitle the staff to impose a penalty appropriate to the situation.

Any outsider wishing to commentate on an event, match or the entire competition is welcome to do so. They must contact the cast manager ClairePHW on Discord in advance to obtain approval.

ANNEX

Annex 1 : List of all tournament organizers

Global Admin : Moutronis, Beu, Fontur, ClairePHW
Cast : NuaLaoch (Head of Cast)
Mixed : Jingatak (Head of Mixed)
Tech : Speedy (Head of Tech), alxshaer (admin)
Ice : Doogie (Head of Ice)
Fullspeed : Baboo & Gönngöttin (Head of Fullspeed)
RPG : Bayron & Zetorate (Head of RPG)
Fastlearn : Geekid (Head of Fastlearn)
Mapping : Tona (Head of Mapping Event)

Pathfinding : Moutronis (Head of Pathfinding), AuwrahTV (Admin)
Trial : Moutronis (Head of Trial)

Annex 2 : Summary table of all events

Event	Solo / Team	Format	Nb Maps	Max player per country
Mixed - Solo	Solo	Double Elimination - Cup Mode	3	4 + 1 stand-in player[6]
Mixed - Duo	Duo	Double Elimination - TMWT Cup Mode	3	2 duos per country (+ 1 stand-in[7] player per duo)
Tech - Solo	Solo	Double Elimination - Cup Mode	3	4 + 1 stand-in player
Tech - Team	Team	Double Elimination – KOTT 3v3v3v3	3	5 (one team per country)
Ice - Duo	Duo	Double Elimination - 2v2v2v2 (linked points) - Cup Mode	3	2 duos per country (+ 1 sub[8] player per duo)
Fullspeed	Solo	Double Elimination - Cup Mode	3	3 + 1 stand-in player
RPG	Solo	Time Attack + Knockout + Reverse Cup	3	3 + 1 stand-in player
Fastlearn	Team	Double Elimination - Relay + Bingo	x	3 + 1 stand-in player
Mapping	Team	Free Mapping - One Map per Country	1	Open to everyone
Pathfinding	Solo	Time Attack - Hidden Scores	1	Open to everyone
Trial	Solo	Time Attack	1	Open to everyone

[6] *A stand-in player for solo events cannot replace another player during a match, he can only replace a player until 24h before the beginning of the event.*

[7] *A stand-in player for team events (Fastlearn and Mixed Duo) is someone who is on call in case of emergency and a replacement is needed. They cannot join an ongoing match. For example, if A and B are playing and C is the stand-in player, C cannot come in during the match. If B falls ill overnight and cannot play on D-Day, C can replace them. In this case, C can replace B. However, if B feels unwell during a match, C cannot replace them. Either B finishes the match and is replaced by C for the next matches, or the team gives up.*

[8] *A substitute is a player who can replace a player during a match. For example, A and B are field players for the team and C is a substitute. A and B play the first map; C can then replace A for the next one.*

Annex 3 : List of all countries, captains and coaches

Africa	Code	Captain	Coach
Algeria	ALG		
Angola	ANG		
Benin	BEN		
Botswana	BOT		
Burkina Faso	BUR		
Burundi	BDI		
Cameroon	CMR		
Cape Verde	CPV		
Central African Republic	CAF		
Chad	CHA		
Comoros	COM		
Congo	CGO		
Democratic Republic of the Congo	COD		
Côte d'Ivoire	CIV		
Djibouti	DJI		
Egypt	EGY		
Eritrea	ERI		
Eswatini	SWZ		
Ethiopia	ETH		
Gabon	GAB		
Gambia	GAM		
Ghana	GHA		
Guinea	GUI		
Guinea-Biss	GBS		

au			
Equatorial Guinea	GEQ		
Kenya	KEN		
Lesotho	LES		
Liberia	LBR		
Libya	LBA		
Madagascar	MAD	Asp3rity	Asp3rity
Malawi	MAW		
Mali	MLI		
Morocco	MAR	Jaja	Marso
Mauritius	MRI		
Mauritania	MTN		
Mozambique	MOZ		
Namibia	NAM		
Niger	NIG		
Nigeria	NGR		
Uganda	UGA		
Rwanda	RWA		
Sao Tome and Principe	STP		
Senegal	SEN		
Seychelles	SEY		
Sierra Leone	SLE		
Somalia	SOM		
South Africa	RSA	Mcfly	Mcfly
South Sudan	SSD		
Sudan	SUD		
United Republic of Tanzania	TAN		
Togo	TOG		
Tunisia	TUN	Misty	Misty

Zambia	ZAM		
Zimbabwe	ZIM		

Americas	Code	Captain	Coach
Antigua and Barbuda	ANT		
Argentina	ARG	gabbo	gabbo
Aruba	ARU		
Bahamas	BAH		
Barbados	BAR		
Belize	BIZ		
Bermuda	BER		
Bolivia	BOL		
Brazil	BRA	beta	mtat
Cayman Islands	CAY		
Canada	CAN	CarlJR	Stokeine
Chile	CHI	Natz	Natz
Colombia	COL	Charles	Fiorten
Costa Rica	CRC	KSkyLER	KSkyLER
Cuba	CUB		
Dominican Republic	DOM	Jerchyman	Jerchyman
Dominica	DMA		
El Salvador	ESA		
Ecuador	ECU		
Grenada	GRN		
Guatemala	GUA		
Guyana	GUY		
Haiti	HAI		
Honduras	HON		
Jamaica	JAM		
Mexico	MEX	Chiviguagua	Chiviguagua

Nicaragua	NCA		
Panama	PAN		
Paraguay	PAR		
Peru	PER		
Puerto Rico	PUR		
Saint Kitts and Nevis	SKN		
Saint Lucia	LCA		
Saint Vincent and the Grenadines	VIN		
Suriname	SUR		
Trinidad and Tobago	TTO		
United States of America	USA	Neal	alxshaer
Uruguay	URU	Rook1e	Rook1e
Venezuela	VEN		
British Virgin Islands	IVB		
United States Virgin Islands	ISV		

Asia	Code	Captain	Coach
Afghanistan	AFG		
Bahrain	BRN		
Bangladesh	BAN		
Bhutan	BHU		
Brunei Darussalam	BRU		
Cambodia	CAM		

People's Republic of China	CHN		
Republic of Korea	KOR	Vexterixer	Vexterixer
Hong Kong	HKG	kelvawesome	kelvawesome
India	IND	Spark	Spark
Indonesia	INA	Lvyathan	Lvyathan
Islamic Republic of Iran	IRI		
Israel	ISR	Tomerz	Tomerz
Iraq	IRQ	Ali0zy__	Ali0zy__
Japan	JPN		
Jordan	JOR		
Kazakhstan	KAZ	singerous	singerous
Kyrgyzstan	KGZ		
Kuwait	KUW	Akronan	Akronan
Lao People's Democratic Republic	LAO		
Lebanon	LBN		
Malaysia	MAS	Ainol13	Ainol13
Maldives	MDV	modzin	modzin
Mongolia	MGL		
Myanmar	MYA		
Nepal	NEP		
Oman	OMA		
Pakistan	PAK		
Palestine	PLE	Asemov	Asemov
Philippines	PHI		
Qatar	QAT		
Democratic People's Republic of	PRK		

Korea			
Saudi Arabia	KSA	Proper	Proper
Singapore	SGP	Spyder23	rizimist.
Sri Lanka	SRI		
Syrian Arab Republic	SYR	Loraii	Eudrino
Tajikistan	TJK		
Chinese Taipei	TPE		
Thailand	THA	Taw	Taw
Democratic Republic of Timor-Leste	TLS		
Turkmenistan	TKM		
United Arab Emirates	UAE		
Uzbekistan	UZB		
Vietnam	VIE	baducthat	baducthat
Yemen	YEM		

Europe	Code	Captain	Coach
Albania	ALB		
Andorra	AND		
Armenia	ARM		
Austria	AUT	Speedy	asse
Azerbaijan	AZE		
Belarus	BLR	nuwoa	nuwoa
Belgium	BEL	Scrapie	Eria
Bosnia and Herzegovina	BIH		
Bulgaria	BUL	Lynx	Pepi
Cyprus	CYP		
Croatia	CRO	Razii	Tekky
Czechia	CZE	Hyll	Hyll

Denmark	DEN	Jnic	JohanClan
Spain	ESP	andy_rc	Yeims
Estonia	EST	Kriidy	Marchielli
Finland	FIN	Miquatro	Wuffeli
France	FRA	Bren	alfadream00
Georgia	GEO		
Germany	GER	Granady	Letzer
Great Britain	GBR	Pac	Idoless
Greece	GRE	Earthalien	GreekStone
Hungary	HUN	pusztitopako	Xeno78
Ireland	IRL	Babzify	Liffey
Iceland	ISL	toto8605	toto8605
Italy	ITA	MatP93	iprime
Kosovo	KOS		
Latvia	LAT	Crazy Cat	Crazy Cat
Liechtenstein	LIE		
Lithuania	LTU	Auris	Auris
Luxembourg	LUX	Wellvos	Wellvos
North Macedonia	MKD	TimeBreaker	TimeBreaker
Malta	MLT	Kelven	Kelven
Republic of Moldova	MDA		
Monaco	MON		
Montenegro	MNE		
Netherlands	NED	Spammiej	treggeur
Norway	NOR	Wirtual	Andybaguette
Poland	POL	key	Nalax
Portugal	POR	PauLL	Yekcosdo
Romania	ROU	Luckyshot	Luckyshot
Russia	RUS	NiTech	Kopatych
San Marino	SMR		
Serbia	SRB	Sundj3rBob	Sundj3rBob
Slovakia	SVK	Tween	Shorty_Gray

Slovenia	SLO	Fuber	Supingo
Sweden	SWE	Jozo	Nuclear
Switzerland	SUI	Yannex	Jitsky
Türkiye	TUR	Birdie	Huba bibi
Ukraine	UKR	impal3r	Railag

Oceania	Code	Captain	Coach
American Samoa	ASA		
Australia	AUS	Mudda	Hollist
Cook Islands	COK		
Fiji	FIJ		
Guam	GUM		
Kiribati	KIR		
Marshall Islands	MHL		
Federated States of Micronesia	FSM		
Nauru	NRU		
New Zealand	NZL	LakantaNZ	silk
Palau	PLW		
Papua New Guinea	PNG		
Solomon Islands	SOL		
Samoa	SAM		
Tonga	TGA		
Tuvalu	TUV		
Vanuatu	VAN		