Global Racing Series

Sommaire

I - General rules

I.1 - Definitions

The Global Racing Series (''GRS'' or ''the circuit'') is the name of the circuit.

Nosebug is the entity managing the GRS.

The Global Racing Series Ranking (''GRS Ranking'' or ''the ranking'') is the name of the circuit's ranking system.

Events that are part of the circuit but organized by third-party will be specifically mentioned as ''partner events''.

I.2 - Game version

The GRS is played on the game Trackmania published in 2020 by Ubisoft Nadeo.

I.3 - Rulebook compliance

By registering to any partner event, the player agrees to be bound by all of these rules, both in-game and out-of-game in addition to the rules of the partner event. In the case of conflicting rules, the partner event rules prevail for the duration of the partner event (i.e. age restrictions).

The GRS organizers can edit these rules at any moment in time. It is the responsibility of the player to keep informed of the latest versions of the rules. If any changes are made to the rules, these will be recorded in the appendix.

I.4 - Players

All players participating in a GRS event must be at least 16 years of age. If a player has not reached the age of majority (based on the event's country), they must provide a parental authorization that will be available in the appendix.

The organizers reserve the right to refuse the participation in the competition of any person that has been subject to a sanction.

I.5 - Cash prize

For events organized by the GRS, all prize money should be paid out 30 days after the player has sent his invoice, but it may take as long as 90 days for the payment to be completed depending on when the organization has sent their invoice. If a team does not request the prize money payment within the presented deadline, their

payment will be delayed. If a player has no way to charge Nosebug, the cash prize will be kept and paid once the player has found an entity.

II – Game rules

II.1 - Accounts

Players have to play on PC with the Club access of the game to register to any event.

Playing for someone else is forbidden. Players can't have multiple accounts in the ranking. If a player has to change his account for any reason, they must inform the circuit admins.

II.2 - Cheats/Glitches

Using third-party software that alters the game in order to improve one's performance, and more generally any cheating or use of unfair processes. Only the competitive version of OpenPlanet can be used in competitions.

II.3 - Match-fixing

Match-fixing is defined as an attempt to arrange or influence, in advance, the outcome of a match, or events within the match. Participants, directly or indirectly, are not allowed to accept from or offer to, any person or entity (whether they are participants or otherwise). Players are expected to put forth their best effort in all GRS events. Players may not intentionally forfeit a game or conspire to manipulate rankings or brackets. If a race is revealed to be arranged, players that were involved are subject to be banned from the competition and any future GRS events.

II.4 - Behavior

Players are expected to behave in an appropriate and respectful manner toward other players, spectators and the admins.

The following behaviors are forbidden and may result in sanctions from the GRS according to the magnitude of the violation:
- Any action or statement which may be found offensive and related to gender identity and expression, sexual orientation, disability or mental illness, ethnicity, nationality, skin color, religion, age, physical appearance, social origin, politic or other opinions, etc.
- Any language or content deemed illegal, dangerous or threatening.
- Illegal possession, use, or distribution of alcohol or drugs, steroids or other performance enhancing substances during the tournament.
- Lack of respect and provocation, including verbal insults or insulting gestures or defamation.
- Deliberate intimidation, actual or threatened physical violence against another person.

- Stalking, harassment, inappropriate physical content, unsolicited sexual attention.
- Etc.

III – Format

III.1 - Series

The Global Racing Series is a circuit of events divided into 3 open series (Elite, Ascend and Entry) and multiple invitational events. The circuit is played through the season starting on January 1st 2024 and ending on December 31st 2024.

III.1.1 – Elite Series

Elite Series are open events played in solo.

There are 5 Elite Series event during the season:
- Gamer's Assembly, in Poitiers, France (30/03 to 01/04/2024)
- ComicCon Baltics, in Vilnius, Lithuania (25/05 to 26/05/2024)
- *TBA*
- Lan ETS, in Montreal, Canada (28/06 to 30/06/2024)
- XPEVO, in Cologne, Germany (11/10 to 13/10/2024)

III.1.2 – Ascend Series

Ascend series events are open events played in solo or duo.

There are up to 8 Ascend Series events during the season:
- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*

III.1.3 – Entry Series

Entry Series events are open events played in solo, duo or teams.

There are up to 12 Entry Series events during the season:
- *TBA*

- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*
- *TBA*

III.2 - Ranking

The GRS Ranking is the mathematical method of ranking players on a calendar-year basis.

III.2.1 - Updates and period

The GRS Ranking is updated every 1st and 15st of each month, except for:
- An Elite Series event is being played on that day
- The GRS All-Star (further details in III.3) is being played on that day

In both cases, the GRS Ranking is updated the first day after the end of the event.

On the day of the update, the GRS ranking takes into account all the results from the previous 365 days.

III.2.2 - Points repartition

III.2.2.1 - Elite Series

The point repartition for Elite Series events is the following:

Rank	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Points	2500	1900	1400	1000	800	700	600	500	450

10th	11th	12th	13th	14th	15th	16th	17-32	33-64	65-last
400	350	300	275	250	225	200	175	150	125

III.2.2.1 - Ascend Series

The point repartition for Ascend Series events is the following:

Rank	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Points	1000	800	650	550	450	400	350	300	250

10th	11th	12th	13th	14th	15th	16th	17-32	33-64	65-last
200	150	125	100	75	50	25	15	10	5

In the case of an event played in duo, both players of the duo receive the amount of points corresponding to the duo's rank.

III.2.2.1 - Entry Series

The point repartition for Entry Series events is the following:

Rank	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Points	250	210	180	150	125	100	75	50	35

10th	11th	12th	13th	14th	15th	16th	17-32	33-64	65-last
25	20	15	10	7	5	4	3	2	1

In the case of an event played in duo or in team, all players of the duo/team receive the amount of points corresponding to the duo's/team's rank.

III.2.3 - Tie breakers

If 2 or more players have the same amount of points, ties should be broken as follow:
- The fewest events played, and if still tied, then,
- The most total of points from the Elite Series events, and if still tied, then,
- The highest amount of points in a single event, then, if needed the second, etc.

IV.3 - GRS All-Star

IV.3.1 - Phases

The GRS All-Star ("All-star") is composed of 2 phases:
- The GRS All-Star Open Qualifier ("the qualifier")
- The GRS All-Star Main Event ("the main event")

IV.3.2 - Eligibility

The top *(amount to be announced)* players of the GRS Ranking on the *(date to be announced)* will qualify directly to the GRS All-Star. If any qualified player isn't able to attend the All-Star, their slot will be given to the best-ranked not-qualified player.

An additional *(to be announced)* qualification spots will be put in play in the qualifier.

This means that a total of *(amount to be announced)* slots are put into play during the year.

IV.3.3 - GRS All-Star Open Qualifier

IV.3.3.1 - Format

TBA

IV.3.3.2 - Schedule

End of the year, exact dates to be announced.

IV.3.4 - GRS All-Star Main Event

IV.3.4.1 - Format

TBA

IV.3.4.2 - Schedule

End of the year, exact dates to be announced.