



## INGAME TRACKMANIA ELITE CUP

**\*WINTER & SPRING SEASONS\***

**FOR THE 2026**

**ESPORTS WORLD CUP & ESPORTS NATIONS CUP**

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## **RULEBOOK**

**V2 – February 9<sup>th</sup>, 2026**

2026 marks a new chapter in Trackmania esports history.

Trackmania is honored to be featured in two of the most prestigious international competitions: the Esport World Cup and the Esports Nations Cup.

Trackmania's qualification pathway to the [EWC](#) and [ENC](#) 2026 will include an open in-game qualifier, offering a direct route to Riyadh.

This rule book aims to specify this in-game qualifier system through the TRACKMANIA ELITE CUP.

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## Introduction

### *Respect – Passion – Positivity*

These are the core values of the Trackmania Elite Cup defined in Section 2 of this rulebook (“**Trackmania Elite Cup**”). Through these values, NADEO SASU (“**NADEO**”) and its mother company UBISOFT Entertainment SA (“**UBISOFT**”), wish to operate Trackmania at the forefront of the esports industry, providing an environment for players and organizations alike to thrive. Through high standards only can we build an inclusive and fair ecosystem where discipline, hard-work and results are rewarded.

It is the responsibility of each individual or organization participating in the Trackmania Elite Cup to uphold these values, whether they are from NADEO/UBISOFT, a competing organization, a production entity or independent on-screen talents.

This rulebook applies within the context of the Trackmania Elite Cup and to any of its affiliated events. 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 the Trackmania Elite Cup. Participation in any competitions part of the Trackmania Elite Cup 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 “**Rulebook**”); and
- The UBISOFT “[Code of Conduct: The way we play](#)” establishing a set of core guidelines that all 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**”); and
- 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 5.3** titled “**Privacy**” of the Rulebook, shall also be read carefully in order to participate in the Trackmania Elite Cup. If any questions arise regarding the way NADEO/UBISOFT processes Personal Data as part of the Trackmania Elite Cup, 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 Rulebook.

## **1. ACCEPTANCE AND MODIFICATION OF THE RULES**

### **1.1 Acknowledgement and Acceptance of the Rules**

Each Player (and his Team's representant if any) must read, acknowledge and accept these Rules, and agree to abide by them at all times in order to remain eligible to participate in the Trackmania Elite Cup.

By accepting these Rules, each of them (Player and Team) consents NADEO/UBISOFT's to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions ("**Sanction(s)**") in accordance with the Article 4.1, without prejudice to any other sanction issued under the Trackmania Code of Conduct and UBISOFT's Terms of Use. The Rules may be deemed accepted when a Player or its Team enter and participate into any competition of the Trackmania Elite Cup. Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules.

### **1.2 Modification of the Rules.**

#### **1.2.1 Modification of the Rules and Trackmania Elite Cup format.**

In order to ensure that the Trackmania Elite Cup 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 NADEO/UBISOFT consider material in order to preserve the values, legitimacy and integrity of the Trackmania Elite Cup, or in order to comply with any applicable law, NADEO/UBISOFT may amend or supplement these Rules with or without prior notice. NADEO/UBISOFT may also change the format of the Trackmania Elite Cup defined in Section 2, with a reasonable notice.

#### **1.2.2 Notification.**

Any modification of the Rules or the Trackmania Elite Cup format will be communicated or made available to the Players either through the update of a revised version of the Rules or through a public blog post linking to a revised version of the Rules.

## **2. TRACKMANIA ELITE CUP**

### **2.1 Introduction**

Trackmania features a weekly competition called Cup Of The Week.

Each Cup Of The Week is being played using the Knockout game mode on one of the Blue, Red and Black Tracks of the current official seasonal campaign.

### **2.2 Elite Cup**

The Elite Cup consists of 10 Cups Of The Week, each played on one of the 10 Black Tracks from the Winter and Spring 2026 Seasons.

### **2.3 Point Distribution & Elite Cup Ranking**

Each Black Cup Of The Week from Winter and Spring 2026 seasons will award points to the first 64 players. The Elite Cup Ranking will be updated live after each Elite Cup match.

**CUP OF THE WEEK ON BLACK TRACKS - POINTS ATTRIBUTION**

RANK	POINTS	RANK	POINTS	RANK	POINTS	RANK	POINTS	RANK	POINTS
1	1000	9	96	17-18	64	33-34	32	49-50	16
2	700	10	92	19-20	60	35-36	30	51-52	14
3	600	11	88	21-22	56	37-38	28	53-54	12
4	500	12	84	23-24	52	39-40	26	55-56	10
5	400	13	80	25-26	48	41-42	24	57-58	8
6	300	14	76	27-28	44	43-44	22	59-60	6
7	200	15	72	28-30	40	45-46	20	61-62	4
8	100	16	68	31-32	36	47-48	18	63-64	2

**EWC AND ENC 2026 QUALIFICATIONS**  
 The sum of your top 5 results from Winter & Spring 10 Cup Of The Week will count.  
 The Elite Cup Ranking closes May 31.

Only a player’s five (5) best results across the ten black COTWs are taken into account.  
 The Elite Cup Ranking closes on May 31st, 2026.  
 The top eight (8) players in the final Elite Cup Ranking qualify for the EWC 2026.  
 The top sixteen (16) players (one per nation) will qualify for the ENC 2026.

If one or more of the top eight (8) players and top sixteen (16) players do not meet the EWC and ENC requirements, the next eligible player(s) in the ranking will qualify instead.

It’s not mandatory to play all 10 Black COTWs to be eligible for the Elite Cup Ranking.

**2.4 Elite Cup Calendar: Winter & Spring Seasons**



**TRACKMANIA  
ELITE CUP 2026**

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**CALENDAR**

*WINTER SEASON 2026*



**ELITE CUP CHINA**  
SATURDAY FEB 14<sup>th</sup>  
5 PM CET



**ELITE CUP FRANCE**  
SATURDAY FEB 21<sup>st</sup>  
5 PM CET



**ELITE CUP USA**  
SATURDAY FEB 28<sup>th</sup>  
5 PM CET



**ELITE CUP BRAZIL**  
SATURDAY MARCH 7<sup>th</sup>  
5 PM CET



**ELITE CUP GREECE**  
SATURDAY MARCH 14<sup>th</sup>  
5 PM CET

*SPRING SEASON 2026*

SATURDAY MAY 2<sup>nd</sup>  
5 PM CET

SATURDAY MAY 9<sup>th</sup>  
5 PM CET

**\*SUNDAY\*** MAY 17<sup>th</sup>  
5 PM CET

SATURDAY MAY 23<sup>rd</sup>  
5 PM CET

SATURDAY MAY 30<sup>th</sup>  
5 PM CET

Please note: the 3rd Elite Cup of the Spring Season will take place on Sunday the 17th instead of Saturday.

All Trackmania Elite Cup matches will start at 5PM CET.

#### WINTER ELITE CUP SEASON:

Elite Cup China (China 2026 track): **Saturday, February 14th**

Elite Cup France (France 2026 track): **Saturday, February 21st**

Elite Cup USA (USA 2026 track): **Saturday, February 28th**

Elite Cup Brazil (Brazil 2026 track): **Saturday, March 7th**

Elite Cup Greece (Greece 2026 track): **Saturday, March 14th**

#### SPRING ELITE CUP SEASON:

**Saturday, May 2<sup>nd</sup>**

**Saturday, May 9<sup>th</sup>**

**Sunday, May 17<sup>th</sup>**

**Saturday, May 23<sup>rd</sup>,**

**Saturday, May 30<sup>th</sup>**

## **2.5 Access and Format**

### **Access**

To participate in the Elite Cup, you need to connect on the Cup Of The Week online room, directly from the in-game live menu. The Elite Cup will start at 5 PM CET.

There is no registration or prior qualifications required, competition servers are open to everyone.

### **Qualification phase**

Once it is time, the server will automatically switch to the Qualification phase, in which you have ten minutes to finish the map initially and then five additional minutes to improve your time. If you do not manage to finish the map within those initial ten minutes, you will not qualify for the Knockout phase.

Once the Qualification phase is over, your best time driven in those 15 minutes will determine your Qualification rank and you will be placed in a division of similarly skilled players (max. 64 players per division).

Only the 64 best players will be placed in Server 1. Only these players will earn points for the Elite Cup ranking.

### **Knockout phase**

After the Qualification phase and a short waiting period, you will be automatically connected to your division's match server. Once all players in your division are ready (or the warmup timer expires, whichever comes first), the Knockout match will start.

### **Elite Cup Knockout format explained**

In Trackmania's Knockout format, all players start each round simultaneously. At the end of each round, players finishing in the last positions, or not finishing at all will be knocked out. The first round of each Knockout ("KO") match is a warm-up round and nobody will face elimination. The

last player to remain after all other players have been knocked out will be crowned the winner of his division.

There're 24 rounds in KO2 and 15 rounds in KO1.

<b>Number of players on the server:</b>	<b>Number of knocked-out players per round:</b>
From 64 to 17 players:	2
From 16 to 2 players:	1

## **2.6 Tie-breaker Rules**

### **During the Qualification phase:**

In the event of a tie in time during the qualification phase, the player who sets the time first will be placed ahead.

### **During the Knockout phase:**

In the event of a tie in time during the knockout phase, the player who sets the best time at the previous checkpoint (before the finish line) will be placed ahead. If necessary, times at earlier checkpoints will be taken into account. If the tie still persists, the time from the previous round will be used.

If several players record a DNF during a round, their times from the previous round will be used to break the tie.

In the first round, where there is no elimination, players who record a DNF will score 0 points.

### **In the final Elite Cup ranking:**

In the event of a tie between the 8<sup>th</sup> and 9<sup>th</sup> (and beyond, for the EWC) and between the 16<sup>th</sup> and 17<sup>th</sup> (and beyond for the ENC) players in the final Elite Cup Ranking, the 6<sup>th</sup> best score of each player will be added; if necessary, the 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup>, and 10<sup>th</sup> best scores will also be taken into account.

## **3. CONDITIONS FOR PARTICIPATION**

The Elite Cup is open to everyone owning Trackmania Club Access and is playable on PC, on Xbox One & Xbox Series, PlayStation 4 & 5 and Luna.

### **3.1 Generality**

No prior registration is required.

Players are responsible for joining the server on their own at the scheduled day and time.

There will be no personalized or individual communications.

Players acknowledge that there will be no cash prize distribution for playing and winning the Elite Cup.

### **3.2 Nationalities**

All nationalities are allowed in the Trackmania Elite Cup.

***IMPORTANT:*** *As only one player per nation will qualify for the ENC and personal identities will be verified, we strongly recommend that players set their correct country in-game based on their real nationality.*

Please make sure to check the [ENC](#) website to get all info about this topic.

### **3.3 Age**

While Trackmania is permitted to all players aged 3+, the EWC and ENC will only accept players aged 16+, as stated on their official government issued documentations, at the time of their first match in the EWC and ENC in Riyadh to be eligible to participate.

Players between 16 years and the age of their majority in their country of residence shall have the Parental Authorization.

### **3.4 UBISOFT account in good standing**

In order to be eligible to participate in the Elite Cup and the EWC and ENC, players may not own or use a UBISOFT account that is not in good standing and/or subject to any sanction and/or suspension. The notion of "Good standing" is construed in application of the Trackmania code of conduct and UBISOFT Terms of Use and such standing may be verified by UBISOFT from time to time.

### **3.5 Skins**

During the Elite Cup, players can use the car skin they wish as long as it respects Trackmania and Ubisoft's code of conduct and sponsors restrictions as described in the article 5.6

### **3.6 Good sportsmanship Rules**

Additionally, to all rules and mechanics established in the Trackmania game, competitive play in the Elite Cup is subject to the following good sportsmanship rules, which NADEO/UBISOFT may penalize as set forth in Section 4 in case of breach:

- If the game server crashes, UBISOFT/NADEO will re-schedule the Elite Cup match that has been interrupted.
- Any use of a shortcut or unintended strategy, other than the one suggested by the track's author will result in a disqualification. Every identity must be driven the way it is designed. Any wall bang that has been proven to be advantageous to a player (intended or not) will result in the disqualification of that same player during that round. (Considered DNF)
- Cheating in the Trackmania Elite Cup will be heavily penalized. Cheating is defined as any in game or out of game technique that would provide an unfair advantage to a player. This includes but is not limited to the use of unauthorized third-party programs affecting gameplay or macros, any form of tampering with the Trackmania's code or servers, any gathering of information obtained from watching the match's broadcast while playing it (stream sniping), etc.
- The Open Planet Plugin is not permitted in the EWC and ENC competitions, it will also not be allowed in the Elite Cup races. This rule is intended to prevent unfair advantage between players who do/don't or can/cannot benefit from this program. OpenPlanet will be detected on the match servers. Players found using it will be kicked, and any attempt to circumvent the detection will result in disqualification. This rule will apply to the global Cup of the Week channel (starting in 24-48 hours), which is available 24/7, so players can prepare to play without the plugin. You'll find here a short instruction on how to properly disable Open Planet from your game: <https://openplanet.dev/docs/tutorials/noop>

- Any occurrence of match-fixing is defined as the action of pre-determining, tampering, or attempting to influence the outcome of a match, or events within the match, whether through bribery, threats, match throwing, or any other manner, in exchange of a benefit (financial or otherwise).
- Players are expected to put forth their best effort in all races and to compete at the best of their ability. Players may not intentionally forfeit a game or conspire to manipulate rankings. Overall, the intention behind forbidding match throwing is to provide a consistent minimum level of competitiveness and entertainment throughout the Trackmania Elite Cup.
- All participants of the Trackmania Elite Cup are expected to behave in an appropriate and respectful manner towards other participants, spectators, and the admins, and avoid any conduct which interrupts or disrupts the general flow of the tournament. Players and Team representatives must always act professionally and may not curse, taunt, or use vulgar or inappropriate language. Players and Team representatives are expected to treat all members of Trackmania Elite Cup staff, affiliates and sponsors, with respect.
- Players and Team representatives may not verbally abuse an Elite Cup staff. Verbal abuse of a Competition Official includes, but is not limited to, the use of vulgar language, insulting words and excessive arguments.
- More generally, the following behavior will not be tolerated and may be penalized by NADEO/UBISOFT:
  - Any actions 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 original, 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.
  - Impersonation of any Team players, managers, admins or NADEO/UBISOFT employees.
  - Theft related crimes such as burglary, robbery or larceny.
  - Deliberate intimidation, actual or threatened physical violence against another person.
  - Stalking, harassment, inappropriate physical content, unsolicited sexual attention.
  - Etc.

## **4. SANCTION(S) & PENALTIES**

### **4.1 Definition & Scope of Punishment**

Infringement of any of the rules, requirements and obligations presented in the Rulebook, Trackmania Code of Conduct and UBISOFT Terms of Use, and in particular the Good Sportsmanship rules set forth in Section 3.6, may trigger competitive Sanction(s) and penalties. These Sanction(s) and penalties may be in addition to any other sanctions and penalties which may be applied to the UBISOFT account of the Player.

Scope of punishment may vary, as illustrated in the table below, and may include, but is not limited to, temporary and definitive suspension period(s) for a Player.

	Description
<b>Competitive warning</b>	Lowest form punishment, a simple warning given to the Player in consideration of: <ul style="list-style-type: none"> <li>• Unprofessional or inappropriate behavior in chat</li> </ul>
<b>Race disqualification</b>	Using Open Planet, a shortcut or wall bang will result in a race disqualification and the removal of the player's score for the race in which the infraction occurred. When a player's score is removed, the leaderboard for the affected race will be recalculated accordingly.
<b>Best score withdrawal</b>	Repeated minor infractions throughout the Elite Cup competition may trigger the withdrawal of up to the 3 best scores of the offending player from the Elite Cup Ranking. When a player's score is removed, the leaderboard for the affected race will be recalculated accordingly.
<b>Competitive suspensions and ban</b>	A Player can be temporarily barred from competing in any Trackmania Elite Cup matches or in exceptional cases, if the gravity of the infraction justifies it, banned from the Trackmania Elite Cup permanently, in consideration of: <ul style="list-style-type: none"> <li>• Cheating - software or hardware manipulation</li> <li>• Match fixing</li> <li>• Severe harassment, threats or abuse</li> <li>• Evading competition rules</li> <li>• Competition integrity abuse</li> <li>• Criminal conduct inside or outside the competition</li> <li>• Continuously repeating minor infractions (escalation over time)</li> <li>• Violation of publisher conduct</li> </ul>

A Player or Team may be temporarily barred from competing in any Trackmania Elite Cup match while NADEO/UBISOFT investigates, including through a third-party investigator if deemed necessary by NADEO/UBISOFT, in case of reports of Misbehavior Incidents.

NADEO/UBISOFT reserve the right to proceed with any other penalty method in relation to the infraction and NADEO/UBISOFT reserves the right to issue sanction(s) going beyond the maximum Sanction(s) indicated in the Penalty Index if justified by the severity of the infraction. All aforementioned infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.

## 4.2 Notification and enforcement

The Sanction(s) will depend on the type of infraction, as defined in 4.1

Sanction(s) for infractions will be issued and notified by NADEO/UBISOFT to the player.

## 4.3 Additional Protective & Supportive measures

### 4.3.1 Definition

Supportive and protective measures are support services and other forms of assistance available to any person who may be affected by a discrimination and/or harassment, relationship violence, or sexual misconduct ("**Incidents of Misbehavior**"). Supportive and protective measures that are reasonable and appropriate will be considered, provided that they do not unreasonably burden another party.

### 4.3.2 Process

Upon receipt of a report of Incidents of Misbehavior, NADEO/UBISOFT will provide reasonable and appropriate protective and supportive measures during the time of the investigation,

designed to:

- preserve the individuals affected by the Incidents of Misbehavior; and
- address safety concerns for any person affected by such Incidents of Misbehavior; and ensure that the integrity of the investigative and/or resolution process is maintained.

This includes NADEO/UBISOFT's assistance in making contact with law enforcement authorities and other external resources to seek protective orders. In such case NADEO/UBISOFT will respect and assist in the implementation of protective orders to the extent practicable and provided that the person affected by the Incidents of Misbehavior issues a request for assistance to NADEO/UBISOFT.

## **5. MISCELLANEOUS**

### **5.1 Reserved Rights**

#### **5.1.1 Exclusive Rights**

NADEO/UBISOFT is the exclusive owner of the intellectual property and trademarks of the game Trackmania and of any element derived therefrom, including any and all exploitation rights of the Trackmania Elite Cup. These exploitations rights include the non-exhaustive exclusive rights to:

- **use the game Trackmania** for the operation of a competition part of the Trackmania Elite Cup.
- **use the trademark Trackmania Elite Cup** in connection with a competition part of the Trackmania Elite Cup.
- **grant to third party the exploitation rights with regards to audiovisual content** produced in any competition part of the Trackmania Elite Cup.
- **secure sponsorships and grant merchandising rights** in connection with the Trackmania Elite Cup or any competition thereof.
- **consent to gambling or betting operations** on any element of a competition part of the Trackmania Elite Cup. For sake of clarity, NADEO/UBISOFT may decide at its sole discretion whether or not to grant access to its data for the purpose of allowing wagering on the outcome of any Trackmania Elite Cup matches. NADEO/UBISOFT expressly reserve any such rights, including without limitation any access to such data from NADEO/UBISOFT private or public API gathering in-game statistics of Players and Teams partaking in the Trackmania Elite Cup.

#### **5.1.2 Trackmania Elite Cup livestreaming policy**

NADEO/UBISOFT is the sole owner of the broadcasting right of any competition of the Trackmania Elite Cup and may decide at its sole discretion to license these rights to any third-party broadcaster. Any person interested in obtaining a license from UBISOFT to broadcast any Trackmania Elite Cup match shall reach out to the NADEO/UBISOFT in order to secure a license to do so.

### **5.2 Confidentiality**

Any communication or discussion privately held and related to any confidential in nature components of the Trackmania Elite Cup or any competition thereof, made either through written instruments or verbal communication, made between NADEO/UBISOFT and any Team and/or Players and/or Team Staff shall be deemed strictly confidential and cannot be disclosed publicly

without the prior written approval of NADEO/UBISOFT.

### 5.3 Privacy

NADEO/UBISOFT collects and processes Player's and/or Team's personal data regarding their participation in the Trackmania Elite Cup ("**Personal Data**") to administrate and operate the Trackmania Elite Cup and provide Players and Teams with the best possible experience, and specifically:

Personal Data collected	Purpose of processing
<b>Identification information</b> including Ubisoft ID, username, nick- name, email address, and nation declared in-game.	<ul style="list-style-type: none"> <li>Administration of the Trackmania Elite Cup</li> <li>Transmission to EWC and ENC</li> </ul>
<b>Game data</b> , including game statistics.	<ul style="list-style-type: none"> <li>Game analyses and statistics;</li> <li>Audience engagement.</li> </ul> <p><b>Please note: NADEO/UBISOFT may make publicly viewable Player's game data and may share such data with third parties through APIs.</b></p>
<b>Video and media recording</b> , including recording of player's voice, image, appearance, and screen.	<ul style="list-style-type: none"> <li>Broadcast and live streaming on TV channels and social media platforms and networks;</li> <li>Drive audience engagement and public interest for the Trackmania Elite Cup and esports events and tournaments in general;</li> <li>Document the history of the Trackmania Elite Cup and esports; tournaments and events.</li> </ul>
<b>Sanction(s) and offenses data</b> , offenses committed, as well as any sanctions, penalties, or disciplinary measures (past or current) taken against players in compliance with the Rules (including the time, date, and duration of such measures).	<ul style="list-style-type: none"> <li>Ensure Players and Teams compliance with the Rule-book and UBISOFT Terms of Use;</li> <li>Maintain and monitor the register of sanctions and penalties;</li> <li>Report any breach of the Rules and associated Sanction(s).</li> </ul>

Without prejudice to any right granted under this section, Player's and/or Team member's 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 Elite Cup. Some Personal Data, including videos and media recordings, may be archived and retained for a longer duration in accordance with their purpose of collection. Player's and/or Team member's Personal Data may be transferred to non-European countries that ensure an adequate level of protection according to the EU Commission, within the Data Privacy framework, or within the framework of the standard data protection clauses adopted by the EU Commission.

Players and/or Teams 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/fr-FR/Article/000063467>). After contacting NADEO/UBISOFT, if a Player and/or Team is not satisfied with the way their 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 [2 Policy](#), which applies to Players and Teams 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.

## **5.4 Teams and Players Name, likeness and logo**

### **5.4.1 Teams and Players Name & Likeness**

By accepting these Rules and in consideration of the exposure obtained through their participation in the Elite Cup, and any other consideration otherwise provided by UBISOFT, Players and/or Teams authorize and grant to NADEO/UBISOFT and to any company part of the same economic group, the royalty free, fully paid-up, worldwide right and license (with the right to grant sublicenses), for a period of time of fifty (50) years starting from the date of acceptance of these Rules, to use their image, voice and likeness ("**Image**") captured or fixed, by any means by UBISOFT or by any production and broadcast Staff contracted by UBISOFT throughout the Trackmania Elite Cup and/or as part of any match, games or any promotional activity or event associated with the Trackmania Elite Cup to which Players and/or Teams Members have appeared, attended, played or participated ("**Records**").

### **5.4.2 Teams Logos**

As a material condition for its participation into the Trackmania Elite Cup, each Player / Team grants NADEO/UBISOFT and/or its affiliates a worldwide, non-exclusive, free, irrevocable, for the maximum time permitted under applicable intellectual property law, right and license (including the right to grant sublicenses) to use the Team's name, sponsors, and/or trade name or mark used by the Team, as well as any texts, moto, visuals, symbols or any other elements whether protected by intellectual property or not, used to make reference or designate the Team (the "**Team Elements**") in the Records.

### **5.4.3 Scope of the License**

The Team Logos and Players' Image may be used, transmitted, distributed, broadcasted, displayed, modified, adapted (including dubbing and captioning) or otherwise exploited by NADEO/UBISOFT, its affiliates and/or any third party authorized by NADEO/UBISOFT and/or its affiliates, in whole or in part, through any medium, support or process currently in existence or that may be created in the future, in the entire world and for any purpose, institutional or commercial (including through sale of media rights of the Records, advertisement, sponsorship, and any other type of commercial exploitation), in connection with the Trackmania Elite Cup and any associated promotional activities. For sake of clarity, these rights shall include the following:

- (i) Making available digital or wireless distribution of the Records over the Internet, either by download or streaming, webcast or otherwise through online distribution, including video on demand (VOD) systems; and
- (ii) Broadcasting by any means the Records, including through any form or method of transmission by radio and television; and
- (iii) Marketing, sale of media rights of the Records, advertising, obtention of sponsorship and promotional events in connection with the Trackmania Elite Cup and other events related thereto; and
- (iv) Inclusion on social media sites and posts (for example Facebook, Twitter, and YouTube) and editorial content of the Trackmania Elite Cup and related

promotional events; and

- (v) Incorporation to or association with any promotional or editorial content of NADEO/UBISOFT and/or its affiliates or a third party licensed by NADEO/UBISOFT and/or its affiliates, as well as the right to create promotional and marketing materials related to the Trackmania Elite Cup and/or UBISOFT activities.
- (vi) Each Team represents and warrants that it has obtained the right to license the Team Elements to NADEO/UBISOFT in the conditions set forth above. Further, each Team Staff and Players represent and warrant to be under no obligation or disability by law or otherwise which would prevent or restrict the license on the Image contemplated above.

## **5.5. No Gambling**

No Player or Team Staff may take part, directly or indirectly, in betting or gambling (including fantasy esports gambling) on any results of any Trackmania Elite Cup match and/or any portion hereof, whether by using money, virtual currency, or anything with monetary value.

## **5.6 Sponsorships & Product Placements**

### **5.6.1 Sponsorships**

In order to preserve the integrity of the Trackmania Elite Cup and the business reputation of UBISOFT, each Team agrees not to enter into and shall make sure that its Team Staff and Players do not enter into any sponsorship or partnership with one of the following sponsors in connection with their participation into the Trackmania Elite Cup without the prior consent in writing of UBISOFT.

- Alcoholic products, and in particular liquors and beers (including non-alcoholic version of eponym beers), or other intoxicating substances whose sale or use is regulated by law (including cannabis- based products);
- Tobacco, cigarettes or electronic cigarettes, related paraphernalia;
- Firearms (including firearm accessories or ammunitions), including replicas or airsoft products;
- Gambling or betting websites, including fantasy esports operators;
- Pornography and other related mature materials and paraphernalia;
- Any medicinal substance that requires prescription or is not freely sold in a pharmacy;
- Political campaigns;
- Any esports or video game tournament, league or event;
- Any entities, companies or organizations that may, at UBISOFT's sole discretion, be considered detrimental to UBISOFT's business or reputation, including but not limited to, key sellers, hacking and botting, account selling, in-game currency or digital item selling services, and any other video game, other video game developer, or publisher competing with UBISOFT or UBISOFT games;
- Unauthorized and/or non-compliant with applicable law or regulations cryptocurrencies, financial instruments or market activities.

In the event a Team is sponsored by entities involved in the sports betting, bookmaking or gambling segment, the Players shall wear the alternative jerseys and other apparel available free of any such sponsors markings in the Trackmania Elite Cup.

For sake of clarity, all other known to date categories for sponsorships and/or partnership are

permitted provided that they are notified in writing to NADEO/UBISOFT ([trackmania-esports@ubisoft.com](mailto:trackmania-esports@ubisoft.com)) and that NADEO/UBISOFT acknowledges them without reserves.

Notwithstanding the above, NADEO/UBISOFT rely on Teams to ensure that any of their sponsor respect all regulations and UBISOFT may:

- Require any Team to stop providing sponsorship activation for any sponsor that is likely to put UBISOFT in breach of applicable law, or create any reputational damage if display of such sponsor brand may have an adverse effect on NADEO/UBISOFT good will and reputation.
- Prompt any Team to provide any additional documentation or explanation necessary for NADEO/UBISOFT to justify their sponsor's compliance with applicable law.

In both aforementioned cases and as soon as notified by NADEO/UBISOFT (email sufficient), Players and Teams with such sponsor shall immediately stop displaying and using any reference to such sponsor while participating in the Trackmania Elite Cup. Players and Teams shall have readily available alternative jersey free of any sponsor logo while participating in the Trackmania Elite Cup to anticipate this type of situation.

### **5.6.2 Product Placements**

During the live broadcasts of the Trackmania Elite Cup, Players and Coach are not allowed:

- to display or otherwise endorse any other brand aside of their own Team's name in their nickname used in game.
- Display the logo of their Team's sponsor other than on their team jersey and clothes
- Operate any kind of product placement or make any statements/perform actions that may be perceived as NADEO/UBISOFT's endorsing a certain product or services, unless explicitly approved by NADEO/UBISOFT;
- Display the logo natively appearing on their peripherals and accessories (including chair, monitor, etc.), with the exception of any logo appearing on the Players' and Coach's keyboard, mouse or mousepad for which hiding of any natively existing logo is not necessary

### **5.7 Approval process**

Any approval from NADEO/UBISOFT must be requested as follows:

- The License Holder shall contact NADEO/UBISOFT by email ([trackmania-esports@ubisoft.com](mailto:trackmania-esports@ubisoft.com)) explaining the nature of their request; then
- NADEO/UBISOFT will make its best efforts to review the request and provide an answer by email within 7 business days from reception of the notification

If no answer is provided within 7 business days, the request will be considered disapproved.