

# TRACKMANIA FORMULA E CHAMPIONSHIP RULEBOOK



The graphic features a blue and black background with a city skyline at night. At the top left, it says 'TRACKMANIA' above the 'TFF7' logo, followed by '× FORMULA E'. Below this is the title 'RACE CALENDAR'. The calendar is organized into three columns for 'TOKYO', 'BERLIN', and 'LONDON'. Each column lists three races with their respective dates and times in CET/CEST. The UBISOFT logo is in the bottom left corner.

	TOKYO	BERLIN	LONDON
RACE 1	MARCH 30 - 8 PM CET	MAY 11 - 8 PM CEST	JULY 20 - 8 PM CEST
RACE 2	MARCH 31 - 2 PM CEST	MAY 12 - 2 PM CEST	JULY 21 - 2 PM CEST
RACE 3	APRIL 3 - 8 PM CEST	MAY 15 - 8 PM CEST	JULY 24 - 8 PM CEST

## Introduction

This rulebook applies within the context of the Trackmania Formula E Championship.

This rulebook aims at providing and codifying a structured and consistent set of rules and standards enforceable across all races, for everyone partaking in the Trackmania Formula E Championship. Participation in any races part of the Trackmania Formula E Championship 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**”)
- 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
- The privacy notice provided for in **Section 10** titled “**Privacy**” of the Rulebook, shall also be read carefully in order to participate in the Trackmania Formula E Championship. If any questions arise regarding the way NADEO/UBISOFT processes Personal Data as part of the Trackmania Formula E Championship, please contact UBISOFT’s Data Protection Officer: [here](#)

## **1. Acceptance and modification of the Rules**

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

#### **1.1.1 Players**

Each Player 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 Formula E Championship. A Player is the individual that registers to participate in the Trackmania Formula E Championship (the "**Player**").

By accepting these Rules, Players consent NADEO/UBISOFT's authority to issue sanctions, preliminary conservative measures and/or definitive sanctions ("**Sanction(s)**"), without prejudice to any other sanction issued under the Trackmania Code of Conduct and UBISOFT's Terms of Use. The Rules may be accepted when a Player enters and participates into any match of the Trackmania Formula E Championship. Players 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.

#### **1.1.2 Tournament Organizers**

The organizer of the Trackmania Formula E Championship, is NADEO/UBISOFT.

The term "**Tournament Organizer**" refers to the entity that organizes and produces the broadcast of a competition part of the Trackmania Formula E Championship via:

- Its "**Administrative Staff**", which refers to the NADEO/UBISOFT internal and/or contracted staff in charge of enforcing the Rules applicable to the Trackmania Formula E Championship. Administrative staff also serves as a point of contact for Players regarding any question related to the Trackmania Formula E Championship and to report any breach to the Rules.
- Its "**Production and Broadcasting Staff**" which refers to the staff employed or contracted to operate, broadcast or livestream the Trackmania Formula E Championship.

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

#### **1.2.1 Modification of the Rules and TM Formula E Championship format.**

In order to ensure that the Trackmania Formula E Championship 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 Formula E Championship, 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 Formula E Championship defined in Section 2, with a reasonable notice before the next race.

#### **1.2.2 Notification.**

Any modification of the Rules or the Trackmania Formula E Championship format will be communicated through a public blog post linking to a revised version of the Rules.

## **2. Trackmania Formula E Championship definition**

The Trackmania Formula E Championship is an online championship using Trackmania game. It is based on the real-life open-wheel single-seater motorsport championship for electric cars and comprises 9 races taking place on 3 different city tracks:

- 3 races on Tokyo track

- 3 races on Berlin track
- 3 races on London track

## **2.1 Territories, platforms & game access**

The Trackmania Formula E Championship is reserved to worldwide PC players possessing the Trackmania Club Access, which contains features that are needed for the operation of the Trackmania Formula E Championship. You can get it [here](#). Players need to connect on Trackmania Formula E Championship online servers, accessible directly from the game.

## **2.2 Schedule**

Each race will start with a qualifying phase that is described in section 2.3.2.

Be on time 30 minutes before the following time schedule:

### Tokyo Races

- Saturday, March 30<sup>th</sup>, 8pm CET
- Sunday, March 31<sup>st</sup>, 2pm CEST
- Wednesday, April, 3<sup>rd</sup>, 8pm CEST

### Berlin

- Saturday, May 11<sup>th</sup>, 8pm CEST
- Sunday, May 12<sup>th</sup>, 2pm CEST
- Wednesday, , May 15<sup>th</sup>, 8pm CEST

### London Races

- Saturday, July 20<sup>th</sup>, 8pm CEST
- Sunday, July 21<sup>st</sup>, 2pm CEST
- Wednesday, July 24<sup>th</sup>, 8pm CEST

## **2.3 Race sessions**

The championship comprises 3 kinds of race sessions:

### **2.3.1 Pre-Race / Waiting room**

The Trackmania Formula E servers will open 15 minutes before the start of qualifications. A track will be played with the TMFE game mode allowing players to warmup and practice their battery management and the attack mode.

### **2.3.2 Qualifying**

The Qualifying session is 15 minutes long. Players will start from the pitlane and will need to set the best possible lap time.

The results of the qualifying session will determine divisions (50 best players will play indivision 1, ranks 51 to 100 in Division 2 and so on) and grid placement.

TMFE game mode with battery consumption is active during the qualifying session to allow players to anticipate their battery management during the race. Attack Mode is unavailable during the qualifying session.

Players must pass every checkpoint of the lap in the right order to complete a valid lap. If a lap is not valid, the Administrative Staff is free to invalidate any players' qualifying time and disqualify the player.

If a tie occurs, the driver who sets the time first gets to be ranked ahead of the other one.

### **2.3.3 Race**

Drivers will be placed automatically in divisions according to the ranking of the qualifying session. Grid placement inside of a division is also determined by qualifying results.

Anyone not being able to register a valid time during qualifying will start from the last grid position, in the last race division.

A race is around 30 minutes long with an amount of laps that will be communicated before the race (the amount of laps depends on each track). Battery management and Attack Mode activation are part of the strategy while weather may evolve during the race, and Full Course Yellow phases might appear (see GAMEMODE section for more details).

As soon as the leading driver crosses the finish line, everyone else's race will end when crossing the line as well (even with a/some lap(s) down).

If a tie occurs at the end of the race, the driver with the fastest lap will be ranked ahead of the other one.

Players must pass every checkpoint of the lap in the right order to complete a valid lap. If a lap on the race is not valid, the TMFE staff is free to apply penalties (see on ON TRACK RULES section).

During a race, if a server crashes before the end of lap 4, the race will be restarted. For a crash after lap 4, the result of the race will be taken with the race ranking at the end of the last lap before the crash.

Any personal game crash, computer crash or server disconnection will make the player out of the race (DNF).

## **2.4 Formula E Game mode**

The Trackmania Formula E Championship will be using the Formula E game mode including specific features:

### **2.4.1 Battery**

At the start of every race session, players' cars will be loaded with a full battery, decreasing dynamically depending on players' driving style. The more they use the throttle, the more battery will be consumed. Releasing the acceleration button will save the battery.

If a player is out of energy, it will affect their car by decreasing the acceleration a lot. Attack Mode is automatically disabled when battery is empty. The player will still be able to continue and finish the race with an empty battery.

### **2.4.2 Attack mode**

Every player has 2 Attack Mode phases available per race. Each Attack Mode activation is 2 minutes long.

Players can activate it whenever they want after lap 1, unless Attack Mode is already active, or during a Full Course Yellow phase, by going through the Attack Mode zone.

The Attack Mode zone on each circuit is located on the outside of a corner and is visually easily identifiable.

Attack mode will give the player a better acceleration (Reactor Boost Up physics) on the car during the entire duration of the Attack mode.

### **2.4.3 Weather**

Weather is subject to change at any time during the race with possible rain, which will change the cars behavior. Qualifying session will take place entirely in dry or wet conditions, no possible mixed weather.

Any change in the weather forecast will be announced a few minutes in advance during a race via some message displayed with the gamemode.

### **2.4.4 Full Course Yellow**

A Full Course Yellow might appear at any time during the race. During a Full Course Yellow phase, all players' cars are capped to a 200 km/h speed with the Cruise Control physics.

## **2.5 Divisions**

Due to servers' capacity limitations, players will be separated in divisions. Each division will consist of 50 players.

## **2.6 On track rules**

Players can join an event during Waiting Room and Qualifying sessions, but once the Race has started, new players will not be able to join.

Do not spam messages in the in-game chat during an event. After you finish the Race, wait for everybody else to finish to chat and congratulate your opponents.

Respawns are allowed at any time. The "Give Up" button is automatically unbound during the Race to avoid any unwanted DNF.

Completing a lap by driving the wrong way, using cut and wall bangs in Qualifying and Race are forbidden.

The Trackmania Formula E game mode integrates many anti-cheat detections. Any warning will be analyzed, and the Administrative Staff reserves the right to penalize, disqualify a player, invalid a player's race or ban a player from the Trackmania Formula E championship in the case of a repeated and/or particularly serious violation of the regulation.

Any wall bang, wallride or cut made purposely that can help gain time or save battery is forbidden and can be analyzed after the race by the Administrative Staff. The Administrative Staff reserves the right to penalize a player (time penalty or disqualification depending on the severity and redundancy of the player's action) in case of verified gain. Furthermore, the Administrative Staff will not analyze every replay after each race. A case of possible wall bang, wallride or cut will only be processed if tangible proof (video clip, stream replay, or Trackmania race replay) is provided to the Administrative Staff.

## **2.7 Championship & Points**

### **2.7.1 General**

Each of the 9 races will give points to the 53 best players. All 50 players from Division 1 and top 3 players from Division 2 will score points.

The Trackmania Formula E Season 1 champion will be the player with the highest point score at the end of the season. If two players have the same number of points, their best personal result in a race will determine the ranking. The top 3 players of the season will be rewarded with a cash prize (see Prize Distribution for more details).

## 2.7.2 Points distribution

<b>POS</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b>
Pts	100	90	86	82	79	76	73	70	67	64	62	60	58	56	54	52	50	48	46	44	42	40	38	36	34	32	30
<b>POS</b>	<b>28</b>	<b>29</b>	<b>30</b>	<b>31</b>	<b>32</b>	<b>33</b>	<b>34</b>	<b>35</b>	<b>36</b>	<b>37</b>	<b>38</b>	<b>39</b>	<b>40</b>	<b>41</b>	<b>42</b>	<b>43</b>	<b>44</b>	<b>45</b>	<b>46</b>	<b>47</b>	<b>48</b>	<b>49</b>	<b>50</b>	<b>51</b>	<b>52</b>	<b>53</b>	
Pts	28	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

## 2.8 Prize Distribution

### 2.8.1 Race distribution

1000€ of cash prize will be available for each of the 9 races of the season. Top 3 players from each race will earn cash prize with the following distribution:

- 1st: 600€
- 2nd: 300€
- 3rd: 100€

### 2.8.2 Championship distribution

1000€ of cash prize will be awarded at the end of the season, depending on the players' general ranking. Top 3 players with the highest amount of points will earn cash prize with the following distribution:

- 1st: 600€
- 2nd: 300€
- 3rd: 100€

## 3. Conditions for participation

### 3.1 Game License

Players agree that they need Trackmania Club Access to participate in the Trackmania Formula E Championship, whose Club Access contains features that are needed for the operation of the Trackmania Formula E Championship

### 3.2 Players Eligibility

#### 3.2.1 Compliance with the Rules

Players will be eligible and remain eligible to compete in the Trackmania Formula E Championship as long as they agree to be bound to and abide by the Rules, and in particular comply with the eligibility requirements set forth in this **Section 3.2**.

#### 3.2.2 Age

Each Player must be 16 years old or older, as stated on their official government issued documentations, at the time of their first match in the Trackmania Formula E Championship in order to be eligible to participate.

#### 3.2.3. Account in good standing

In order to be eligible to participate in the Trackmania Formula E Championship, Players may not own or use a Trackmania account that is not in good standing. The notion of "Good standing" is construed in application of the Trackmania Code of Conduct and Ubisoft's Terms of use and such

standing may be verified by UBISOFT/NADEO from time to time.

#### **4. Good Sportsmanship Rules**

Additionally, to all rules and mechanics established in the game Trackmania and set forth in these Rules, competitive play in the Trackmania Formula E Championship is subject to the following good sportsmanship rules, which NADEO/UBISOFT may penalize in case of breach:

- Any use of a shortcut or a different way, other than the one suggested by the track's author will result in a disqualification.
- Cheating in the Trackmania Formula E Championship 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 third-party software, any form of tampering with the Trackmania's code or servers, any gathering of information obtains from watching the match's broadcast while playing it (stream sniping), etc.
- Any occurrence of match-fixing 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).
- All participants of the Trackmania Formula E Championship are expected to behave in an appropriate and respectful manner towards other participants, spectators, and the admins, and avoid any conduct which interrupts or disrupt the general flow of the tournament. Players must always act professionally and may not curse, taunt, or use vulgar or inappropriate language. Players are expected to treat all members of Trackmania Formula E Championship staff, and sponsors, with respect.
- Players may not verbally abuse a Tournament official. Verbal abuse of a Tournament official includes, but is not limited to, the use of vulgar language directed at a Tournament official, the use of insulting words directed at a Tournament official, and excessive arguments with a Tournament official that results in the delay of a match.
- 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 gesture or defamation.
  - Impersonation of any players, 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.

## 5. Sanction(s) & Penalties

Infringement of any of the rules, requirements and obligations presented in the Rulebook, Code of Conduct, Trackmania Code of Conduct and UBISOFT Terms of Use, and in particular the Good Sportsmanship rules set forth in Section 4, 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 Players.
<b>Competitive suspensions and ban</b>	A Player can be temporarily barred from competing in any races of the Trackmania Formula E Championship or in exceptional cases, if the gravity of the infraction justifies it, banned from the Trackmania Formula E Championship permanently. In addition, a Player may be temporarily barred from competing in any race of the Trackmania Formula E Championship while NADEO/UBISOFT conduct an investigation, including through a third-party investigator if deemed necessary by NADEO/UBISOFT, in case of reports of Misbehavior Incidents (as defined in Section 6.1 below).

NADEO/UBISOFT reserve to right to proceed with any other penalty method in relation to the infraction and NADEO/UBISOFT reserve 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.

## 6. Additional Protective & Supportive measures

### 6.1 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.

### 6.2 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.



### **6.3. Duty to cooperate**

All Players are required to fully cooperate with UBISOFT/NADEO in connection with any internal or external investigation that is conducted relating to a suspected violation of the Rules, as well as comply with any request for information made by UBISOFT/NADEO throughout an investigation. All Players have a duty to tell the truth in connection with any such investigation, and a duty not to obstruct any such investigation, mislead investigators, or withhold evidence. UBISOFT/NADEO are likely to draw an adverse inference in an investigation due to a failure to cooperate. Any Player who fail, by action or omission, to cooperate with an investigation, including through producing the requested documents or other information requested, or fail to comply with any instructions or request for information issued by UBISOFT/NADEO during an ongoing investigation, may, in addition to other remedies, be subject to Sanction(s) for violation of this Section.

### **7. Prize payment**

All prize money will be paid within 30 to 90 days after the end of the Trackmania Formula E Championship. The prize money will be paid by UBISOFT/NADEO who will communicate to the Player the applicable process and information required to operate the payment of the prize pool. Vendor forms and other documents may be needed to be completed in full by the winning Players in order to process payment. Incomplete forms may trigger additional payment delays as payment of the prize money is dependent on the Player capability and obligation to provide a proper payment reception method, a valid invoice, and information requested (e.g., Fiscal ID, Fiscal ID Type, place of registration, legal entity name appearing on income tax return), as well as the issuing bank payment capabilities. Each Player acknowledges and agrees NADEO/UBISOFT may be obliged to withhold Prize Pool payment in order to comply with a potential international sanction which may occur during a race of the Trackmania Formula E Championship and that would be applicable at the time of the scheduled payment. In such case, NADEO/UBISOFT may resume the processing of the payment of the Prize Pool once such international sanction is officially lifted.

Any any prize pool that is not claimed by the eligible winner ninety (90) days from the end of the Trackmania Formula E Championship will be automatically forfeited.

### **8. Withholding Taxes**

Prize's payment may be subject to applicable federal, state and local income tax or withholding tax and it is the responsibility of the Team eligible to such payment to seek assistance of a local tax advisor to determine which taxes may apply to the receipt of a prize and ensure that any applicable taxes are reported and paid to the appropriate authority.

### **9. Confidentiality**

Any communication or discussion privately held and related to any confidential in nature components of the Trackmania Formula E Championship or any competition thereof, made either through written instruments or verbal communication, made between NADEO/UBISOFT and/or the Tournament Organizer and/or Players shall be deemed strictly confidential and cannot be disclosed publicly without the prior written approval of NADEO/UBISOFT.

### **10. Privacy**

Management of Player's Personal Data by NADEO/UBISOFT, when such Personal Data is transferred to NADEO/UBISOFT by a Tournament Organizer mandated by NADEO/UBISOFT (Thus, when NADEO/UBISOFT is not itself Tournament Organizer).

NADEO/UBISOFT or the Tournament Organizer mandated by NADEO/UBISOFT collects and processes Player's personal data regarding their participation in the Trackmania Formula E

Championship (“**Personal Data**”) to administrate and operate the Trackmania Formula E Championship and provide Players with the best possible experience, and specifically:

<b>Personal Data collected</b>	<b>Purpose of processing</b>
<b>Identification information</b> including full name, birthdate, contact details, home address, nationality, social media, UBISOFT ID, username, and nick- name, Team information (including team name, abbreviation, registration name, logo, social media page, Player’s role in the Team), Team manager information.	<ul style="list-style-type: none"> <li>Managing the Cash Prize payment</li> <li>Ensuring effective and ongoing communication with Players</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>
	<ul style="list-style-type: none"> <li></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 them in compliance with the Rules (including the time, date, and du- ration of such measures).	<ul style="list-style-type: none"> <li>Ensure Players and Team Staff compliance with the Rule- book and UBISOFT Terms of Use;</li> <li>Maintain and monitor the register of sanctions and penal- ties;</li> <li>Report any breach of the Rules and associated Sanction(s).</li> </ul>

Players acknowledge that the Tournament Organizer may share this Personal Data with UBISOFT International, 2 avenue Pasteur – 94160 Saint-Mandé, FRANCE and NADEO SAS, 31-33 Rue Falguière, Paris, Ile-de-France, 75015, France.

The legal basis for the processing of Player’s Personal Data is the performance of the contract they have entered with NADEO/UBISOFT by accepting the Rulebook.

Player’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 Formula E Championship. 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 Personal Data may be transferred to non-European countries that ensure an adequate level of protection according to the EU Commission, within the Privacy Shield framework, or within the framework of the standard data protection clauses adopted by the EU Commission.

Players can exercise their rights to access, rectify or erase their Personal Data, object to or restrict the processing of their Personal Data, and receive their information in portable form by contacting UBISOFT’s Data Protection Officer at the following address: (<https://support.UBISOFT.com/fr-FR/Article/000063467>). After contacting NADEO/UBISOFT, if a Player is not satisfied with the way their request was handled, they may also lodge a complaint with the national supervisory authority of their country. [UBISOFT global](#) of UBISOFT data collection and data processing operations as well as available privacy rights.

## 11. Miscellaneous

### 11.1. Livestreaming policy

Each race of the Trackmania Formula E Championship that Player partake in may be streamed

by Players provided that the following requirements are met during the livestream (the “**Livestream**”):

- Operation of the livestream must comply with [Ubisoft’s Code of Conduct](#) and [Video Policy](#);
- The chat associated with the Livestream must be adequately moderated to prevent abusive, profane, vulgar, racist, sexist, non LBGTO+ friendly, or any other unwelcoming environment;
- The livestream must be operated for non-commercial purposes only, meaning that the generation of profit through the Livestream is not possible. The only exception is for passive advertisement revenue generation such as broadcasting channel advertisements, broadcasting channel subscriptions, and broadcasting channels donations from viewers. Players may not charge online spectators a fee to access the Livestream though.
- The Livestream may not be associated with any brand or product that is prohibited under the Restricted List set forth in Section 11.3. Usual sponsors may features in the Livestream provided that they do not fall within the Restricted List indicated in the Restricted List and if the display of the official sponsors for the Trackmania Formula E Championship are not obfuscated or prevented from being displayed in any manner (in particular, but not limited to, the Formula E logo displayed on cars used in the Trackmania Formula E Championship).

### **11.2. No gambling**

No Player may take part, directly or indirectly, in betting or gambling (including fantasy esports gambling) on any results of any Trackmania Formula E Championship match and/or any portion hereof.

### **11.3. Sponsorships**

In order to preserve the integrity of the Trackmania Formula E Championship and the business reputation of UBISOFT/NADEO, each Players agrees not to enter into any sponsorship or partnership with one of the following sponsors in connection with their participation into the Trackmania Formula E Championship without the prior consent in writing of UBISOFT/NADEO (the “**Restricted List**”).

- 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/NADEO’s sole discretion, be considered detrimental to UBISOFT/NADEO’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/NADEO or UBISOFT/NADEO games
- Unauthorized and/or non-compliant with applicable law or regulations cryptocurrencies, financial instruments or market activities.

Notwithstanding the above, UBISOFT/NADEO rely on Players to ensure that any of their sponsor falling outside of the Restricted List respect all regulations. UBISOFT/NADEO may:

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

In both aforementioned cases and as soon as notified by UBISOFT (email sufficient), Players with such sponsor shall immediately stop displaying and using any reference to such sponsor while participating in the Trackmania Formula E Championship.

Signature : \_\_\_\_\_