



# DIRT WORLD CHAMPIONSHIPS

2018 RULEBOOK

Revision 1.0

# Table of Contents

---

1.0	Introduction.....	2
2.0	Key Points .....	2
3.0	Conditions of Participation.....	3
3.1	Driver Eligibility .....	3
3.2	How to Enter .....	3
3.3	Terms of Entry.....	4
4.0	Online Qualification.....	4
4.1	Overview .....	4
4.2	Participation .....	4
4.3	Qualification.....	5
5.0	Quarter Final .....	6
6.0	Semi Final .....	8
7.0	The Final .....	9
7.1	Overview .....	9
7.2	Participation .....	9
7.3	Equipment.....	9
7.4	Final Schedule .....	9
7.5	Attire .....	10
7.6	Travel and Accommodation .....	10
8.0	Prizes .....	11
9.0	Schedule 1 .....	12
9.1	Session Configuration .....	12
9.2	Difficulty Settings .....	12
9.3	Rallycross Discipline Options .....	12
9.4	Event Configuration .....	12
10.0	Schedule 2 .....	13
10.1	Series Schedule .....	13
10.2	Final Schedule .....	13

## 1.0 Introduction

---

The DiRT World Championships 2018 (the 'World Championship' or 'championship') is a 'free to play', worldwide competition open to all those aged 16 or over who meet all eligibility criteria (as set out in article 3) and involves participants playing versions of the DiRT 4 video game.

The DiRT World Championships 2018 comprises four stages of competition in which participants (each a 'Driver') shall compete:

- a) a public online **qualification round** ('Online Qualification' or 'Qualification'), which shall determine 36 Drivers who will qualify to compete in the Quarter Finals;
- b) a live streamed, private online **Quarter Final round** ('Quarter Finals'), which shall determine 18 Drivers who will qualify to compete in the Semi Final;
- c) a live streamed, private online **Semi Final round** ('Semi Final'), which shall determine 6 Drivers who will qualify to compete in the Final; and
- d) a live **Final** (the 'Final') held at Silverstone during the Speedmachine festival, which shall determine the winner (and runners up) who shall receive the prizes as described in article 4.

These Pro Series Rules specifically govern participation in the DiRT World Championships 2018.

The promoter and operator of the DiRT World Championships 2018 is Codemasters Software Company Limited ('Codemasters'). Codemasters reserves its rights to alter, amend or supplement these DiRT World Championship Rules from time to time as it considers desirable to do so.

## 2.0 Key Points

---

- Online qualification starts on 12<sup>th</sup> February 2018.
- Play on Xbox One, PS4 or PC.
- You must be aged 16 or over to participate.
- You must have a RaceNet account in order to qualify.
- 36 Drivers qualify for the online Quarter Final.
- 18 Drivers progress to the online Semi Final.
- 6 Drivers are invited to Silverstone racetrack for the Final.
- The Quarter Final, Semi Final and Final rounds are streamed live over the internet.
- Steering wheel & pedals are mandatory in the Final only – no controllers permitted.
- Handling is always locked at Simulation level.
- Drivers are permitted to use Assist Modifiers, such as traction control and stability assist, during Online Qualification only.

## 3.0 Conditions of Participation

---

### 3.1 Driver Eligibility

- 3.1.1 All Drivers must meet all requirements in their entirety to be eligible to participate. Any driver who does not meet such requirements shall be deemed ineligible and will be removed from the DiRT World Championship 2018.
- 3.1.2 The DiRT World Championship 2018 is open to residents of the United Kingdom and all countries where the Game and/or the DiRT World Championship 2018 is not prohibited or unlawful (each Driver to satisfy themselves as to whether this condition is met) except:
- a) persons who are under the age of sixteen (16) years as at 12 February 2018 (being the date on which Online Qualification opens);
  - b) employees and agents of Codemasters and its group and affiliated companies;
  - c) anyone involved in or connected to the organisation and running of the DiRT World Championship 2018 and/or the Game in any way; and
  - d) the immediate family members of any of the persons set forth in (b) or (c) above.
- 3.1.3 A Driver is only eligible to participate in the Online Qualification if they have:
- a) an Xbox One, Xbox One S, Xbox One X, PS4, PS4 Pro or suitable Windows PC;
  - b) Xbox Live Gold Membership or PSN Membership (or such other online membership relevant to their platform and which is required for them to play online);
  - c) the DiRT 4 game (updated to the latest version of the Game publicly available on the relevant platform at the time they participate in Online Qualification); and
  - d) an Internet connection.
- 3.1.4 Drivers are responsible for their own hardware and internet connection (which is recommended to be a minimum of 3 MB/s download and 0.5MB/s upload). Any online event held in the DiRT World Championship 2018 will not be rescheduled due to technical issues.
- 3.1.5 In participating in the DiRT World Championship 2018 each Driver confirms that he/she:
- a) is eligible to do so and eligible to claim any prize that he/she may win;
  - b) fully and unconditionally agrees to and undertakes to comply with these Sporting and Qualifying Rules as well as any instruction of Codemasters (and/or its nominee(s)) in relation to the Game and/or DiRT World Championship 2018; and
  - c) accept that decisions of Codemasters regarding all matters relating to the DiRT World Championship and/or Game are final and binding.

### 3.2 How to Enter

- 3.2.1 To enter the Online Qualification, each Driver must create an online account on the website 'RaceNet' (found at <https://racenet.codemasters.com/>) – there is no charge for creating an account.

### 3.3 Terms of Entry

- 3.3.1 By entering the DiRT World Championships 2018 each Driver accepts the following terms and conditions (the 'Terms and Conditions'):
- a) These World Championship Rules (the 'Rules');
  - b) the Driver Handbook which can be found at XX; and
  - c) the terms of use and the privacy policy of RaceNet as updated from time to time, which are available at <https://racenet.codemasters.com/>. Please note that any other website used in relation to the DiRT World Championship 2018 will also have terms of use, which will apply to your use of such site and Codemasters is able to take no responsibility for such site(s), their terms or use or any related liability.
- 3.3.2 In respect of the DiRT World Championship 2018, if there is any conflict between the World Championship Rules and the Driver, these Rules shall prevail.

## 4.0 Online Qualification

---

### 4.1 Overview

- 4.1.1 Online Qualification is open to all participants who meet all eligibility criteria (as described in Section 3) and will be contested over 6 weeks.
- 4.1.2 Online qualification consists of 6 in-game events ('Online Qualification Event' or 'event'), each involving either a Rally or Rallycross scenario, contested across 3 platforms (Xbox, Playstation 4 and PC) where drivers compete against AI opponents. The objective of each Online Qualification event is to set the fastest total time for the respective race or rally ('Qualifying Time').
- 4.1.3 The 2 Drivers with the fastest Qualifying Time on each platform from each event will qualify for the Quarter Finals.
- 4.1.4 Online qualification begins on 12<sup>th</sup> February 2018 at 00:01 GMT and ends on 25<sup>th</sup> March 2018 at 23:59 GMT.

### 4.2 Participation

- 4.2.1 To participate in an Online Qualification Event, each Driver must start the Game on their chosen platform and navigate to the 'Event' section within the Game's main menu. From the 'Event' section, Drivers can navigate to the 'DiRT World Championship Qualifier' and participate by clicking on 'DiRT World Championship Qualifier'.
- 4.2.2 Each Driver can participate in each Qualification Event as many times as he or she chooses in order to beat their best recorded time (within the relevant time period).
- 4.2.3 Each Driver shall be able (but is under no obligation) to participate in one or more Qualification Event and on as many occasions as he or she desires and on one or more platforms during the Online Qualification Period.
- 4.2.4 A Driver is not required to participate in all Qualification Events, however is free to do so in order to maximise his or her chances of qualification.
- 4.2.5 Drivers shall be able to use any 'Assist Modifiers', such as traction control or stability assist during Online Qualification, as outlined in Schedule 1.

## 4.3 Qualification

- 4.3.1 36 Drivers from Online Qualification shall progress to the Quarter Finals, as follows:

Round	Format	Platform	Qualifying Drivers
1	Rally	Xbox	Top 2 highest scoring
1	Rally	Playstation 4	Top 2 highest scoring
1	Rally	PC	Top 2 highest scoring
2	Rallycross	Xbox	Top 2 highest scoring
2	Rallycross	Playstation 4	Top 2 highest scoring
2	Rallycross	PC	Top 2 highest scoring
3	Rally	Xbox	Top 2 highest scoring
3	Rally	Playstation 4	Top 2 highest scoring
3	Rally	PC	Top 2 highest scoring
4	Rallycross	Xbox	Top 2 highest scoring
4	Rallycross	Playstation 4	Top 2 highest scoring
4	Rallycross	PC	Top 2 highest scoring
5	Rally	Xbox	Top 2 highest scoring
5	Rally	Playstation 4	Top 2 highest scoring
5	Rally	PC	Top 2 highest scoring
6	Rallycross	Xbox	Top 2 highest scoring
6	Rallycross	Playstation 4	Top 2 highest scoring
6	Rallycross	PC	Top 2 highest scoring

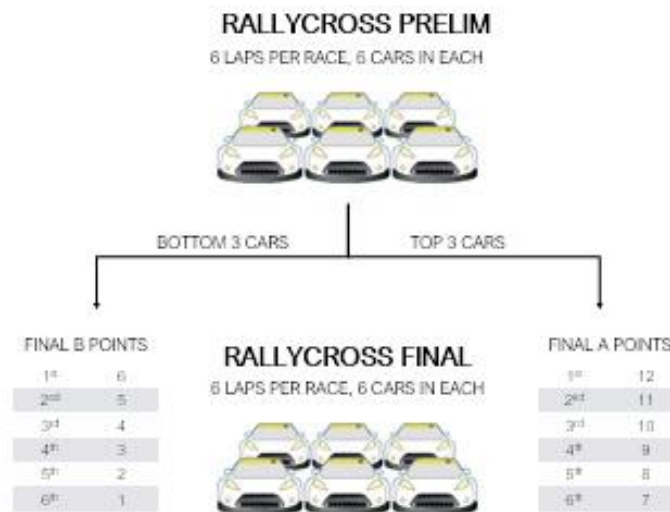
- 4.3.2 Drivers may visit RaceNet (found at <https://racenet.codemasters.com/>) to see where their fastest time sits on the Qualification Round Leaderboard and whether or not they have qualified from a Qualification Round.
- 4.3.3 Each Qualification Round shall be a separate qualifying route and, subject to Section 4.3, Drivers can qualify from any Qualification Round.
- 4.3.4 If a Driver secures a qualifying position from more than one Qualification Round/Platform, only their earliest qualifying result will stand; their later entries will be discounted from the results.
- 4.3.5 In the event that a Driver ties on points with another Driver, the Driver who posted the qualifying time first will be considered higher-placed.
- 4.3.6 Any qualifying times posted that appear to result from a glitch or exploit will be declared void by Codemasters. It is recommended that Drivers retain a video of their qualifying event(s) in case the validity of their entry is challenged, however, in any such case Codemasters' decision shall be final.
- 4.3.7 Qualifying Drivers will be notified via email sent following the end of the Online Qualification Rounds.
- 4.3.8 If, after Codemasters has made reasonable efforts to make contact with a Qualifying Driver and within a reasonable period of time, such Qualifying Driver has not confirmed to Codemasters that they will be participating in the next Round, Codemasters may replace such Qualifying Driver with another Driver to proceed in the DiRT World Championships 2018 in its discretion.

## 5.0 Quarter Final

- 5.1 The Quarter Final round is a private online event streamed live over the internet and will be contested on a single day.
- 5.2 36 Drivers are split into 3 Groups of 12 by platform.
- 5.3 Each Group contests 4 in-game events split between Rally and Rallycross. The objective of each Rally event is to finish with the fastest total time across all the stages. The objective of each Rallycross event is to finish each race as high up the final driver standings as possible.
- 5.4 Each Driver will compete 4 events as follows (the order of events may change):

Event	Format	Length	Vehicle Class	Location
1	Rally 1	2 stages	TBD	TBD
2	Rallycross "prelim"	6 laps	TBD	TBD
3	Rally 2	2 stages	TBD	TBD
4	Rallycross "final"	6 laps	TBD	TBD

- 5.5 The format for the Rallycross "prelims" and "finals" is outlined in the diagram below:



- 5.6 In-game settings and driver assists shall be restricted during the events, as set out in Schedule 1.
- 5.7 Points are awarded for the Rally and Rallycross "final" events based on the Drivers' finishing positions, as follows:

Position	Points
1 <sup>st</sup>	12
2 <sup>nd</sup>	11
3 <sup>rd</sup>	10
4 <sup>th</sup>	9
5 <sup>th</sup>	8
6 <sup>th</sup>	7
7 <sup>th</sup>	6
8 <sup>th</sup>	5
9 <sup>th</sup>	4
10 <sup>th</sup>	3
11 <sup>th</sup>	2
12 <sup>th</sup>	1

5.8 Points accumulated after 4 events are aggregated to determine the Drivers' final positions.

5.9 18 Drivers at the end of the round will progress to the Semi Final, as follows:

<b>Group</b>	<b>Platform</b>	<b>Qualifying Drivers</b>
<b>1</b>	Xbox	Top 6 highest scoring
<b>2</b>	Playstation 4	Top 6 highest scoring
<b>3</b>	PC	Top 6 highest scoring

5.10 In the event that a Driver ties on points with another Driver, the Driver with the fastest Qualifying Time from the Qualifying Round will be considered higher placed. Should the Qualification Round times be equal, the Driver who set their Qualifying Time first shall be considered higher placed.



## 6.0 Semi Final

---

- 6.1 The Semi Final round is a private online event streamed live over the internet and will be contested on a single day.
- 6.2 18 Drivers are split into 3 Groups of 6 by platform.
- 6.3 Each Group contests 4 in-game events split between Rally and Rallycross. The objective of each Rally event is to finish with the fastest total time across all the stages. The objective of each Rallycross event is to finish each race as high up the final driver standings as possible.
- 6.4 The Semi Final shall be held on 22<sup>nd</sup> April 2018 and structured as a 4-event championship, as follows:

Event	Format	Length	Vehicle Class	Location
1	Rally	2 stages	TBD	TBD
2	Rallycross	6 laps	TBD	TBD
3	Rally	2 stages	TBD	TBD
4	Rallycross	6 laps	TBD	TBD

- 6.5 In-game settings and driver assists shall be restricted during the events, as set out in Schedule 1.
- 6.6 Points are awarded for each event based on the Drivers' finishing positions, as follows:

Position	Points
1st	6
2nd	5
3rd	4
4th	3
5th	2
6th	1

- 6.7 Points accumulated across all 4 events will be aggregated to determine the Drivers' final positions.
- 6.8 At the end of the Semi Final Round, 6 Drivers progress to the Final, as follows:

Group	Platform	Qualifying Drivers
1	Xbox	Top 2 highest scoring
2	PlayStation 4	Top 2 highest scoring
3	PC	Top 2 highest scoring

- 6.9 In the event that a Driver ties on points with another Driver, the Driver with the highest score from the Quarter Final Round shall be considered higher placed. In cases where the Quarter Final scores are tied, the Driver with the fastest time from the Qualification Round shall be considered the higher placed. Should the Qualification Round times be equal, the Driver who posted their qualification time first shall be considered higher placed.

## 7.0 The Final

---

### 7.1 Overview

- 7.1.1 The Final round is a private LAN event held at the Speedmachine festival at Silverstone on 25<sup>th</sup> May 2018 and streamed live over the internet where Drivers compete in person over a single day.
- 7.1.2 6 Drivers contest 5 in-game events split between Rally and Rallycross. The objective of each Rally event is to finish with the fastest total time across all the stages. The objective of each Rallycross event is to finish each race as high up the final driver standings as possible.
- 7.1.3 The Driver with the highest aggregate score at the end of the round will be crowned DiRT World Champion 2018.

### 7.2 Participation

- 7.2.1 It is each Driver's responsibility to present himself/herself ready to compete in all of his or her sessions. If Codemasters is unable to contact a Driver 30 minutes before the start of any session as set out in the schedule, the Driver will be reported as a "no show" and the session may commence without the relevant Driver regardless of whether that Driver has arrived. Any delay caused by a Driver that is not ready to compete at the scheduled time may result in a penalty being awarded to such Driver.
- 7.2.2 Drivers will be informed when they should make their way to the stage. Guests are not permitted to approach the stage at any point during the Final.

### 7.3 Equipment

- 7.3.1 The Drivers will compete all sessions in the Final on a provided PC racing station ("Rig") with driver steering wheel and pedals. The Drivers will be allocated a Rig by Codemasters in its sole discretion. Drivers will not be permitted to use any hardware outside of that provided by Codemasters. Drivers may be expected to change Rigs between events, as directed by Codemasters (in its sole discretion).
- 7.3.2 All Rigs will be the same in all material respects. Such allocation shall be determined by Codemasters and such determination shall be final. Drivers will not be permitted to alter the set-up of the Rigs in any way other than making adjustments within the pre-set parameters allowed by the Rig (e.g. seat adjustment or button remapping).
- 7.3.3 Drivers will have access to their assigned Rig at least 30 minutes before the assigned Round start time for adjustments.
- 7.3.4 Drivers may not touch or handle provided equipment after a session has started. Drivers who require assistance with their equipment should ask assistance from a DiRT World Championship official.
- 7.3.5 Any technical issues found by the Drivers must be raised immediately with a DiRT World Championship official and before the relevant session begins where possible.

### 7.4 Final Schedule

- 7.4.1 All Drivers shall be entitled to take part in a practice session at the relevant time which shall be communicated to the Drivers in advance.

7.4.2 The Final shall be structured as a 5-event championship as follows:

Event	Format	Length	Vehicle Class	Location
1	Rallycross	6 laps	TBD	TBD
2	Rally	3 stages	TBD	TBD
3	Rallycross	6 laps	TBD	TBD
4	Rally	3 stages	TBD	TBD
5	Rallycross	6 laps	TBD	TBD

7.4.3 Points are awarded for each event based on the Drivers' finishing positions, as follows:

Position	Points
1st	6
2nd	5
3rd	4
4th	3
5th	2
6th	1

7.4.4 Points accumulated across all 5 events will be aggregated to determine the Drivers' final positions.

7.4.5 In the event that a Driver ties on points with another Driver following the determination of the aggregate scores, the Driver with the most 1<sup>st</sup> place finishes in the Final will be considered higher placed. In the event that the number of 1<sup>st</sup> place finishes is tied, the Driver with the most 2<sup>nd</sup> place finishes will be considered higher placed, and so on.

## 7.5 Attire

7.5.1 Where Official DiRT World Championship clothing is provided by Codemasters, such clothing must be worn by Drivers during racing and at all times when the event broadcast is deemed live.

## 7.6 Travel and Accommodation

7.6.1 Drivers who are invited to attend the Final (each a 'Finalist') shall be provided with 2x one-day tickets for the Speedmachine event held at Silverstone on the 25<sup>th</sup> May 2018 for themselves plus one guest.

7.6.2 Finalists may bring additional guests with them to the Final but entry tickets will not be supplied by Codemasters.

7.6.3 Travel arrangements, within reason, will be made for Finalists (but not guests) to attend the Final with costs incurred by Codemasters, including airfares, airport taxes, airport transfers, accommodation and transfer to/from Silverstone race track on the day of the Final.

7.6.4 Codemasters will not be liable for any costs incurred by Finalists or guests traveling to or from the Final, or in any other way participating in the DiRT World Championships 2018, outside of those explicitly declared in article 7.6.

## 8.0 Prizes

---

- 8.1 In Codemasters' sole determination, the Drivers with the three best aggregate scores from the Final shall be the prize winners.
- 8.2 In order to be eligible for a prize, Drivers must compete all events. If a Driver withdraws from the competition at any time in the run up to an event, they waive all rights to any prize claims.
- 8.3 Should a Driver be found to have broken these Terms and Conditions then they waive all rights to any prize claims.
- 8.4 The prize breakdown is as follows:

<b>1<sup>st</sup></b>	<b>2<sup>nd</sup></b>	<b>3<sup>rd</sup></b>
- Exclusive test drive in an official FIA World Rallycross RX2 car - XX gaming PC - XX gaming wheel - Official Playseat® DiRT racing chair	- XX gaming seat - Official Playseat® DiRT racing chair	- Official Playseat® DiRT racing chair

## 9.0 Schedule 1

---

### 9.1 Session Configuration

- 9.1.1 Session Visibility = Private
- 9.1.2 Handling Style = Simulation
- 9.1.3 Race End Timer = 60 seconds
- 9.1.4 Assists = Not Allowed (Assists are permitted during the Qualification Round)
- 9.1.5 Championship Events = 1

### 9.2 Difficulty Settings

The following difficulty settings apply to the Quarter Finals, Semi Final and Final only.

- 9.2.1 AI Difficulty = Demanding
- 9.2.2 Restarts = 0
- 9.2.3 Auto Repairs = Off
- 9.2.4 Anti-Lock Braking System = Off
- 9.2.5 Off Throttle Braking = Off
- 9.2.6 Automatic Windscreen Wipers = Off
- 9.2.7 Exterior Cameras = On
- 9.2.8 Launch Control = Off
- 9.2.9 Stability Control = Off
- 9.2.10 Traction Control = Off
- 9.2.11 Transmission = Automatic
- 9.2.12 Clutch Override = Off
- 9.2.13 Time Control Braking = Off

### 9.3 Rallycross Discipline Options

- 9.3.1 Number of Laps = 6
- 9.3.2 Grid Order = Random
- 9.3.3 Format = Position
- 9.3.4 Joker Laps = On (*Drivers must take the joker lap only one time per Rallycross race. If a Driver fails to take the joker lap once - or takes it more than once - in a given Rallycross race then they will receive a 15 second time penalty.*)

### 9.4 Event Configuration

- 9.4.1 Vehicle Class: *Event specific*
- 9.4.2 Location: *Event Specific*
- 9.4.3 Time of Day: Midday
- 9.4.4 Weather: Dry

## 10.0 Schedule 2

### 10.1 Series Schedule

10.1.1 The 4 Rounds of the DiRT World Championships 2018 shall be competed online, with the exception of the Final which shall be competed in person at the Speedmachine festival, hosted at Silverstone race track, as follows:

<b>February</b>	w/c 12 <sup>th</sup>	Q1 Rally
	w/c 19 <sup>th</sup>	Q2 Rallycross
	w/c 25 <sup>th</sup>	Q3 Rally
<b>March</b>	w/c 5 <sup>th</sup>	Q4 Rallycross
	w/c 12 <sup>th</sup>	Q5 Rally
	w/c 19 <sup>th</sup>	Q6 Rallycross
<b>April</b>	8 <sup>th</sup>	Quarter Final
	22 <sup>nd</sup>	Semi Final
<b>May</b>	25 <sup>th</sup>	Live Final

### 10.2 Final Schedule

1.1.1 The schedule for the DiRT World Championships 2018 Final is as follows:

<b>Saturday</b>	10:00AM		Drivers arrive at venue
	10:15AM		Driver Briefing
	10:30AM	60M	Practice Session
	11:30AM		Break
	3:30PM	20M	Driver warm-up
	4:00PM	6 laps	Rallycross 1
	4:20PM	3 stages	Rally 1
	4:45PM	6 laps	Rallycross 2
	5:05PM	3 stages	Rally 2
	5:30PM	6 laps	Rallycross 3

1.1.2 This timetable is subject to change. An up to date version of the timetable shall be provided to all Drivers at the Driver Briefing that shall take place before the practice session on 24<sup>th</sup> May 2018.