

DiRT Rally 2.0 World Series - Sporting Regulations

Sporting Regulations

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INTRODUCTION

The DiRT Rally 2.0 World Series is a “free to play” worldwide competition open to all entrants that meet the requirement set out within the Dirt Rally 2.0 World Series Terms and Conditions of Competition available at <https://www.codemasters.com/dirt-world-series-terms-conditions-2019>.

The championships have two strands, Rallycross and Stage Rally and within each strand there are four stages of competitions

- a) a public online qualification round (‘Online Qualification’ or ‘Qualification’), which shall determine 12 drivers from Xbox, PlayStation and PC who will qualify to compete in the Quarter Finals (36 total);
- b) a live streamed, online Quarter Final round (‘Quarter Finals’), which shall determine 6 Drivers from Xbox, PlayStation and PC who will qualify to compete in the Semi Final, with 18 in total;
- 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 Grand Final (the “Grand Final”) held at Birmingham NEC during the Autosport International Show which shall determine the winner (and runners up) who shall receive the prizes.

The promoter and operator of the DiRT Rally 2.0 World Series is Motorsport Gaming US LLC (“Motorsport Games”). Motorsport Games reserves its rights to alter, amend or supplement these DiRT Rally 2.0 World Series Sporting Regulations (the “Regulations”) from time to time as it considers desirable to do so. These Regulations are subject to the Dirt Rally 2.0 World Series Terms and Conditions of Competition which may also be amended subject to the terms set forth therein. but not defined herein shall have the respective meanings given to them in the Terms and Conditions.

KEY POINTS

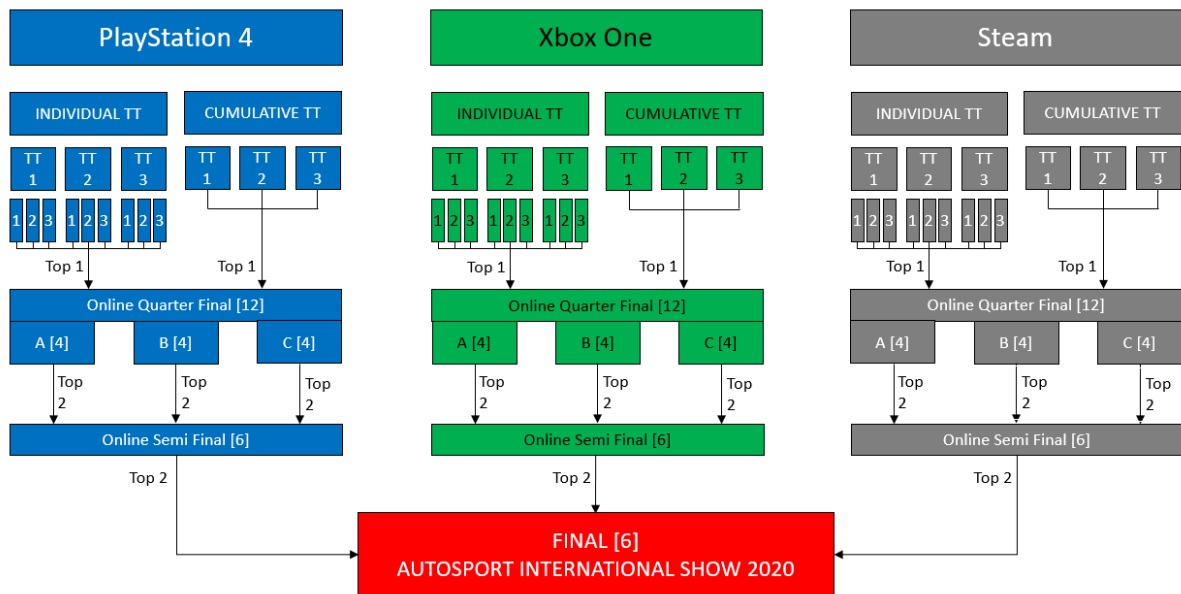
- Online Qualification begins on 10th September 2019 and end on 25th November 2019
- Open to competitors on Xbox One, PlayStation 4 or PC.
- Two separate competitions for Rally and Rallycross.
- Must be aged over 18 to participate.
- Setups for are fixed for online qualification.
- 12 competitors from each platform will qualify for the Quarter-Finals (36 total).
- 6 competitors from each platform will qualify for the Semi-Finals.
- Top 2 competitors from each platform at the Semi-Final stage will qualify for the Grand Finals at Autosport International Show at NEC, Birmingham on the weekend of 11th and 12 January 2020.
- Steering wheel and pedals are mandatory for the Grand Finals – no controllers permitted.
- The Quarter-Finals, Semi-Finals and Grand Finals will be streamed live on the internet.

TIMETABLE

Round Number	Event Description	Start Date	End Date
1.1	Time Trial	10 th September 2019	16 th September 2019
1.2	Time Trial	17 th September 2019	23 rd September 2019
1.3	Time Trial	24 th September 2019	30 th September 2019
2.1	Time Trial	8 th October 2019	14 th October 2019
2.2	Time Trial	15 th October 2019	21 st October 2019
2.3	Time Trial	22 nd October 2019	28 th October 2019
3.1	Time Trial	5 th November 2019	11 th November 2019
3.2	Time Trial	12 th November 2019	18 th November 2019
3.3	Time Trial	19 th November 2019	25 th November 2019
PC	Quarter+Semi-Finals	7 th December 2019	8 th December 2019
PS4	Quarter+Semi-Finals	7 th December 2019	8 th December 2019
Xbox	Quarter+Semi-Finals	7 th December 2019	8 th December 2019
Finals	Autosport Show	11 th January 2020	12 th January 2020

THE ABOVE SCHEDULE IS PROVISIONAL AND SUBJECT TO CHANGE

EVENT OVERVIEW



ONLINE QUALIFICATION

1. Online qualification is open to all participants that meet the eligibility requirements outlined in the Terms and Conditions.
2. Competitors may attempt to qualify for both the Rally and Rallycross scenarios.
3. Competitors may only qualify with one chosen platform (Xbox, PlayStation or PC). Repeat entries may result in disqualification.
4. Each Driver can participate in each Qualification Event once (within the relevant time period).
5. Each Driver shall be able (but is under no obligation) to participate in one or more Qualification Event and on one or more platforms during the Online Qualification Period.
6. 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.
7. Drivers shall be able to use any 'Assist Modifiers', such as traction control or stability assist during Online Qualification.
8. Setups will be fixed during online qualification.
9. There are two opportunities to qualify for the Quarter-Finals online:
 - a. Being the fastest qualifier in an individual in-game event for either a Rally or Rallycross scenario within your chosen platform (Xbox, PlayStation 4 and PC)
 - b. Having the fastest cumulative time across the 3 individual in-game events in that round on your platform
10. The qualification schedule follows the table listed below but is subject to change.

Rally Championship

Round Number	Car Class	Country	Stage
1.1	H2	Poland	Kopina
1.2	Group B	Argentina	Las Juntas
1.3	R5	New Zealand	Te Awanga Forward
2.1	Rally GT	Spain	Comienzo en Bellriu
2.2	Group A	USA	North Fork Pass
2.3	Group B	Australia	Mount Kaye Pass
3.1	H3	Poland	Czarny Las
3.2	R2	New Zealand	Waimarama Point Reverse
3.3	R5	Spain	Descenso por carretera

Rallycross Championship

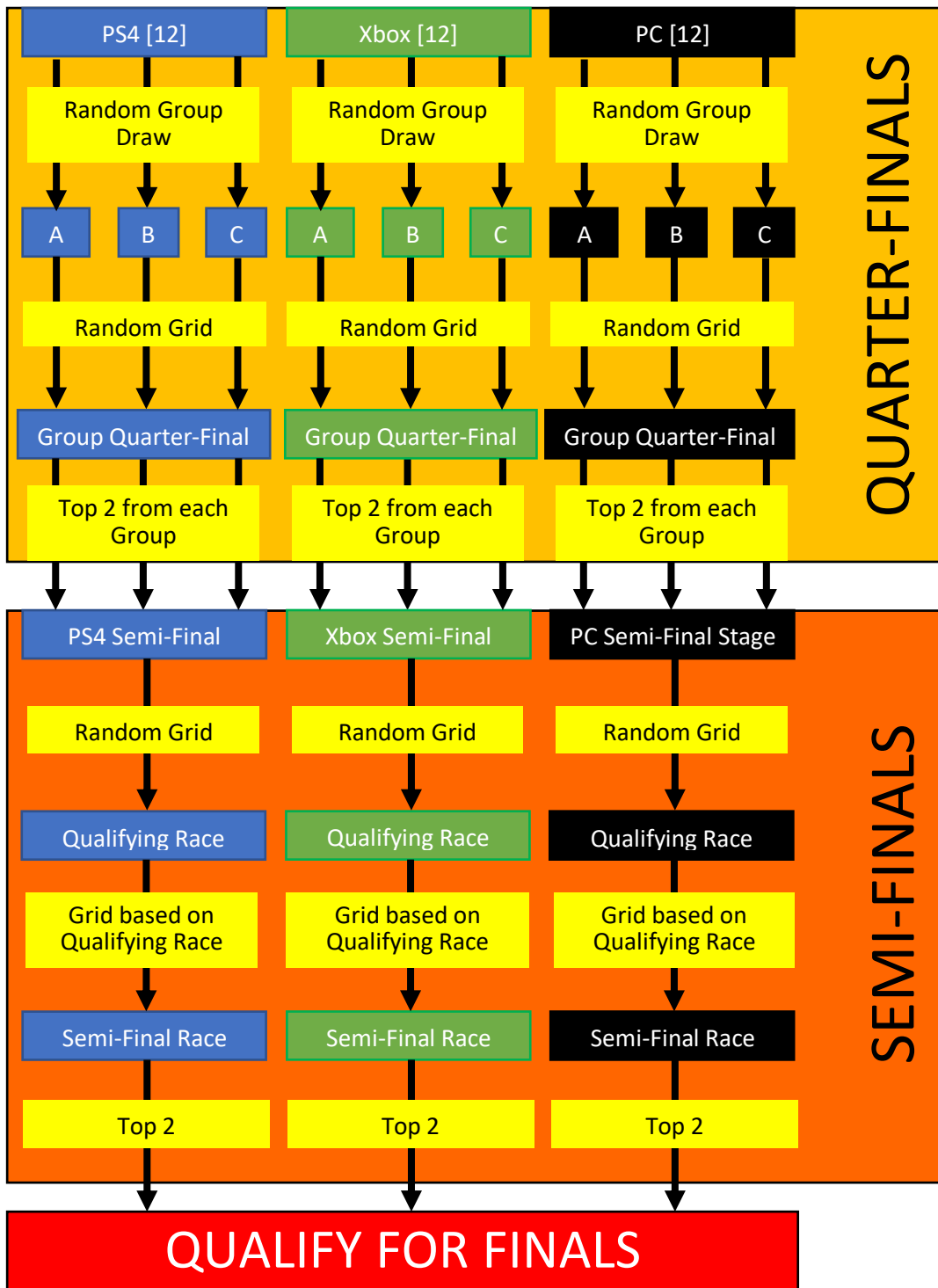
Round Number	Car Class	Country	Circuit
1.1	RX1600	Norway	Hell
1.2	RX2	Canada	Trois Rivieres
1.3	RX	France	Loheac
2.1	RX	Portugal	Montalegre
2.2	RX2	United Kingdom	Silverstone
2.3	RX1600	Spain	Circuit de Barcelona Catalunya
3.1	RX2	Belgium	Mettet
3.2	RX1600	Sweden	Holjes
3.3	RX	Norway	Hell

11. To participate in a World Series Qualifier Event, each driver must start the game on their chosen platform and navigate to the World Series tab in the main menu. From here, Drivers can select Qualifiers and then they can participate by selecting either Qualifier Rally or Qualifier Rallycross events.
12. If a competitor secures a qualification position from more than one qualification round/method, only their earliest qualifying result will stand; their later entries will be discounted from the results.
13. In the event that a Driver's qualifying time ties exactly with another Driver's qualifying time, the Driver who posted the qualifying time first will be considered higher-placed.
14. Any qualifying times posted that appear to result from a glitch or exploit will be declared void by the organisers. It is recommended that competitors retain a video of their qualifying event(s) in case the validity of their entry is challenged, however, in any such case organiser's decision shall be final.
15. Qualifying Drivers will be notified via the contact details they provide in their RaceNet account.
16. If, after Codemasters and/or the promoters have made reasonable efforts to make contact with a Qualifying Driver and within a reasonable period of time, such Qualifying Driver has not confirmed to the organisers that they will be participating in the next Round, the organisers may replace such Qualifying Driver with another Driver to proceed in the DiRT Rally 2.0 World Series at its discretion.

RALLYCROSS: QUARTER-FINALS AND SEMI-FINALS

17. The Quarter-Finals and Semi-Finals are private, invitation-only events held by the organisers for competitors that are invited following the online qualification method.
18. The 36 drivers from Rallycross qualifiers are split into the three platform groups; Xbox, PlayStation and PC
19. The 12 drivers within each platform group will be randomly selected for "Group A", "Group B" and "Group C" with 4 competitors in each group.
20. The Rallycross quarter finals will consist of a single race within each group
21. The grid position for the Quarter-Final will be based on the finishing position of the qualifying heat.
22. The top two drivers from each Rallycross Quarter-Final will be invited to continue in the Semi-Final
23. The qualifying race will consist of 4 laps on the chosen circuit with 3 drivers in each race.
24. The grid for the Semi-Final race will be ordered by the overall best race time from the qualifying race(s)
25. The top 2 competitors from the Semi-Final race on their chosen platform will be invited to the Grand Final
26. The car and circuit selections will be announced at a later date

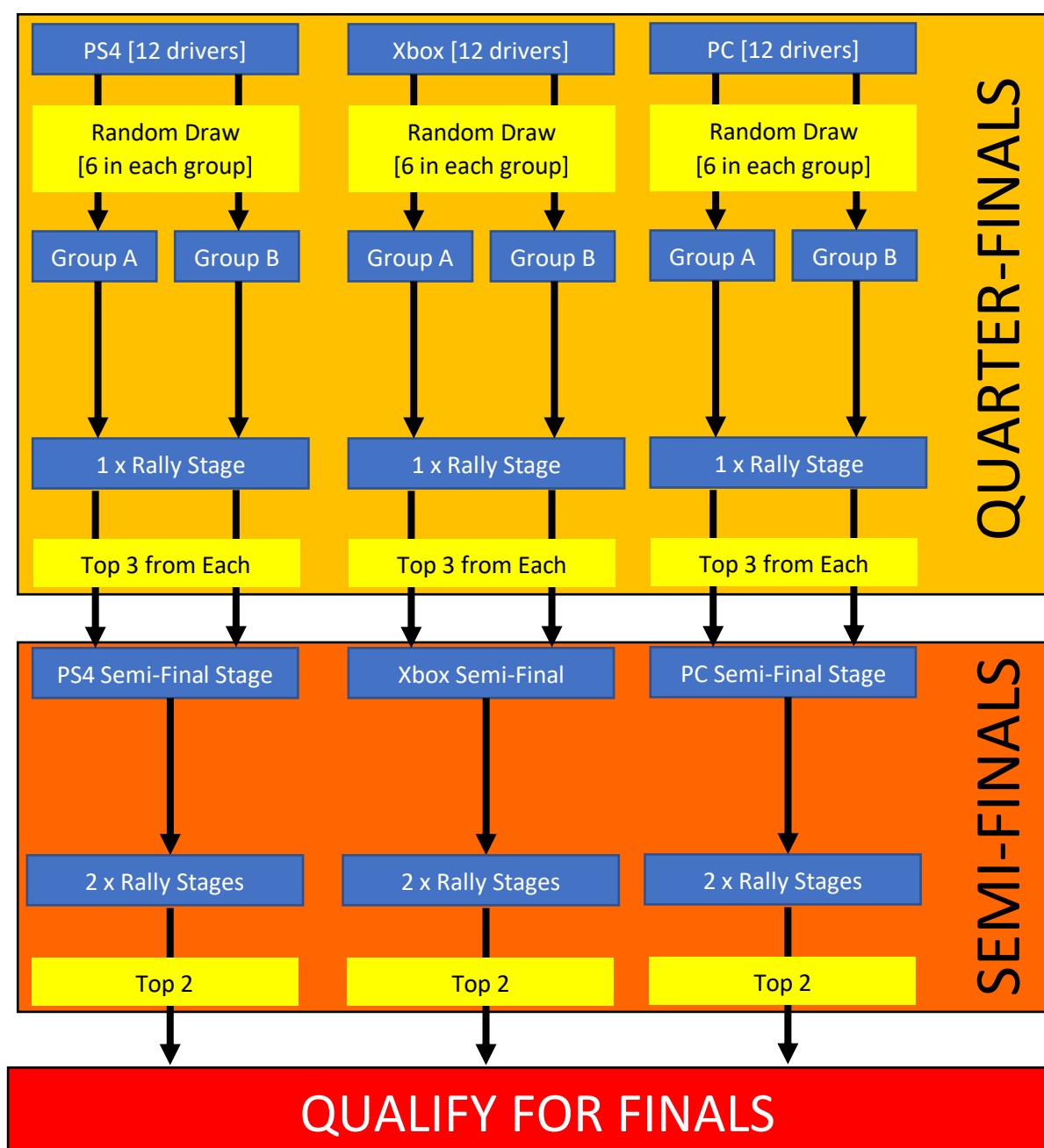
Rallycross Quarter and Semi-Final Illustration



RALLY: QUARTER-FINALS AND SEMI-FINALS

27. The Quarter-Finals and Semi-Finals are private, invitation-only events held by the organisers for competitors that qualify following the online qualification method.
28. The 36 drivers from Rally qualifiers are split into the three platform groups; Xbox, PlayStation and PC
29. The 12 drivers within each platform group will be randomly selected for "Group A" or, "Group B" – 6 competitors per group
30. At the Quarter-Final phase, there will be 1 x rally stage
31. The top three competitors from each Quarter-Final group will proceed to the Semi-Finals
32. The Semi-Finals will feature two rally stages
33. In the Semi-Finals, the cumulative time from both stages will be added together and the top three drivers will progress to the Semi-Finals
34. The car and stage selections will be announced at a later date

Rally Quarter and Semi-Final Illustration



GRAND FINALS

35. The Final round is a private event held at the Autosport International Show over the weekend of 11th/12th January 2020 and streamed live over the internet where drivers compete in person.
36. It is each Driver's responsibility to present himself/herself ready to compete in all of his or her sessions. If the organisers are 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.
37. The competitors 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 the organisers in its sole discretion. Drivers will not be permitted to use any hardware outside of that provided by the organisers. Drivers may be expected to change Rigs between events, as directed by organisers (in its sole discretion).
38. All Rigs will be the same in all material respects. Such allocation shall be determined by organisers 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).
39. As with the previous rounds, there will be two separate competitions (Rally and Rallycross)
40. The full Grand Final format and weekend schedule will be published at a later date.

OFFICIALS

41. The DiRT Rally 2.0 World Series organisers will appoint officials to oversee the events.
42. In any interpretation of the rules, the final decision is that of the Race Director.
43. In the absence of the Race Director for whatever reason, their assistant takes this role and responsibility for decision making.
44. There is no method through which appeals on decisions made by the Race Director or Assistant Race Director may be made. By participating in the DiRT Rally 2.0 World Series, competitors agree to their sole jurisdiction in sporting matters.
45. Should competitors choose to become disruptive following a decision made by the event officials they will be referred to the section "UNSPORTING BEHAVIOUR" which outlines the consequences of these actions.

RACING CONDUCT, RULES AND ETTIQUETTE

46. Drivers must not intentionally force others off the track.
47. If any another competitor has a ***significant portion*** of their car alongside a driver at any time, then that competitor will be required leave space to the other. This significant portion of the car must be alongside their competitor outside of a braking zone. Should a competitor fail to leave space to a competitor that has a "significant portion" of their car alongside them then they will be at risk of being placed under investigation by the event officials and this may result in a penalty. In this competition a "significant portion" of the car is defined as a minimum of the car's front wheel being alongside another car's rear wheel.
48. Should a driver make contact with a car without a significant portion of their own car alongside their competitor prior to a braking zone, and that car is negatively influenced by this contact, then they may be placed under investigation and receive a warning or penalty.
49. Drivers must not excessively weave to defend their position. A driver may move off the racing line and return once. Any further movement may result in a warning or penalty.
50. Drivers must obey track limits. Track limits are defined automatically by DiRT Rally 2.0 but

exploits may be monitored by the Race Director or their assistant. Penalties and warnings will be applied as per the "PENALTIES" section of the rulebook.

51. If a competitor is re-joining the circuit or recovering following an incident, regardless of blame/fault, it is imperative that they do so safely. They should re-join where possible perpendicular to the circuit, in a safe and controlled manner in order to prevent further incidents. Failure to do so may result in a warning or penalty.
52. Should a competitor wish to make a formal complaint about another competitor, they must inform the Race Director or the Assistant Director within 2 minutes of the completion of a race, following this any requested investigation is null and void.
53. The decision made by the Race Director or their Assistant is final.

PENALTIES

There are three types of penalties issued in this competition. It is important that the competitors are aware of differences between the them and how to act when each type of penalty is received.

54. Reprimand – The Race Director or their assistant may warn a driver or team prior to additional sanctions at their discretion. These warnings will be officially recorded and may be used when deciding subsequent penalties.
55. Time Penalty –The game may issue a time penalty for various reasons, including cutting corners and car resets.
56. Post-Race Penalty – this penalty is applied by the Race Director or their assistant at any point. The penalty may be of any length and added on to the total time from the previously verified results.

QUALIFIERS, QUARTER-FINALS AND SEMI-FINALS: EQUIPMENT AND SETUP

57. Competitors will use their own equipment for these rounds and the organisers are not responsible for the maintenance or running of said equipment.
58. Competitors may use whichever controller scheme they wish (wheel, controller, keyboard)

QUALIFIERS, QUARTER-FINALS AND SEMI-FINALS: EQUIPMENT FAILURE AND TECHNICAL ISSUES

59. Competitors are responsible for checking the working order of their own equipment prior to the start of the race.
60. Technical issues during the race may be treated as an unfortunate element to motorsport and no additional considerations can be made for an affected competitor.
61. If there is a catastrophic network failure that affects the lobby host for online hosted events, the following procedure will be followed:
 - a. If a failure happens within the first 10% of the race, the race will be red flagged and restarted from the beginning, with competitors taking their initial grid starting position.
 - b. If a failure happens within 10-75% of the race, the race will be red flagged and the race will restart with the competitors taking their positions at the start of the lap prior to when the failure occurred. The race will run for the length of the remaining laps.
 - c. If a failure occurs in the final 25% of the race, the race will be red flagged, the result will stand as of the last lap completed.

GRAND FINAL: EQUIPMENT AND SETUP

62. The organisers will provide all competitors with their required equipment to race at the Grand Finals. No equipment may be substituted by the competitors.
63. Drivers must compete using the provided steering wheel and pedals. Competitors are prohibited from competing with a handheld controller.
64. Competitors are permitted to adjust controller settings and car tuning.

GRAND FINAL: EQUIPMENT FAILURE AND TECHNICAL ISSUES

Despite the considerable resources and experience committed to running the DiRT Rally 2.0 World Series in the most efficient manner, the organisers recognise that sometimes issues occur outside of their control.

65. Competitors are responsible for checking the working order of their equipment prior to the start of the race.
66. Technical issues during the race may be treated as unfortunate. The technical team will do their best to allow a competitor to re-join a race if possible.
67. Should a technical issue become apparent, teams are asked to contact the nearest adjudicator in the first instance who will notify the technical team if required
68. If there is a catastrophic network failure which affects 2 or more pods, the following procedure will be followed.
 - a. If a failure happens within the first 10% of the race, the race will be red flagged and restarted from the beginning, with competitors taking their initial grid starting position.
 - b. If a failure happens within 10-75% of the race, the race will be red flagged and the race will restart with the competitors taking their positions at the start of the lap prior to when the failure occurred. The race will run for the length of the remaining laps.
 - c. If a failure occurs in the final 25% of the race, the race will be red flagged, the result will stand as of the last lap completed.

MEDIA, FILMING AND CLOTHING

69. As part of their acceptance to the DiRT Rally 2.0 World Series, competitors will be required to be available for filming and media purposes during competition days. Failure to meet these requirements may result in penalties for the competitor
70. Competitors agree to consent to the organiser's use of their name (including relevant gamer nicknames as applicable) and/or image for any purpose as determined by Motorsport Gaming US LLC in its sole and absolute discretion.
71. The Quarter-Finals, Semi-Finals and Grand Finals are intended to be broadcast live on a variety of platforms, including Motorsport TV. It is imperative that drivers are aware of the live broadcast particularly when on-site at Autosport International and behave appropriately.
72. Drivers are encouraged to utilise their personal social media accounts using the #DR2WC hashtag to promote their activities but are reminded that comments against the spirit of the competition may result in negative consequences for a competitor.
73. At their discretion, the organisers may provide clothing which may be required to be worn whilst at the competition.

PRIZES

74. Drivers within the top 2 of their platform following the Semi-Finals in both Rally and Rallycross disciplines will be invited to Autosport International Show in Birmingham, United Kingdom on 11th and 12th January 2020.
75. Travel arrangements, within reason, will be made for the eligible competitors to attend the Grand Final, including and limited to airfares and accommodation
 - a. Competitors eligible for the Grand Final are welcome to bring additional guests to the Grand Final but entry tickets, travel, accommodation and subsistence will not be supplied by the organisers
76. The prizes for the Grand Final are to be selected in Our sole and absolute discretion. Prizes will be announced on the Competition website once selected.
77. Should a competitor be found to have broken the Terms and Conditions or Sporting Regulations then they waive their rights to any prize claims.

CODE OF CONDUCT

78. By participating in the Dirt Rally 2.0 World Series, all competitors agree to be bound by the rules set out in this document exclusively.
79. All participants are expected to conduct themselves in a manner that reflects positively on the organisers (and any of its affiliates), press, attendees, and other participants and comply with all applicable law and regulation at all times.
80. Participants shall not engage in conduct which the organisers deem to be harmful to the business, reputation or relationships of the DiRT Rally 2.0 World Series or their partners.
81. No forms of cheating, gameplay, gamesmanship or gaining an unfair advantage in any way will be tolerated. This includes, but is not limited to:
 - a. Hardware modification - Any modification made to a piece of hardware allowing it to function in a way the manufacturer did not intend. This includes adding or inserting anything not originally on the hardware configured by the organisers.
 - b. Hacking - Any modification made to the game or other software by any person other than by way of standard software patches or updates.
 - c. Exploiting game glitches - Intentionally using any in-game bug to seek an advantage. Exploiting is defined as utilising any game function that, in the sole determination of the organisers, is not functioning as intended.
 - d. Impersonation (including playing under another driver's account) - to be understood as playing under another driver's account or soliciting, inducing, encouraging or directing someone else to play under another driver's account.
 - e. Collusion - Any agreement among two (2) or more participants and/or other persons to affect any competition or race and/or opposing drivers.
82. Any other behaviour as determined to be cheating, gameplay, gamesmanship or gaining an unfair advantage in any way by organisers.
83. Participants are responsible to notify the organisers at the earliest opportunity of any form of cheating, gameplay, gamesmanship or gaining an unfair advantage by any other Participant that they know of.
84. Competitors must notify the organisers of any unfair exploits that they become aware of. Any Participant who is deemed, in the sole determination of the organisers, to have cheated or behaved in any way as described above may be penalised and/or disqualified from the DiRT Rally 2.0 World Series.
85. The use of drugs or alcohol may lead to disruptive behaviour. Participants believed to be under the influence of drugs and/or alcohol at any given time during an event of the DiRT Rally 2.0 World Series may be removed from the event and may be disqualified from taking part in any future DiRT Rally 2.0 World Series events.

- a. For this purpose, "any given time during the event" covers 24 hours prior to a Participant arriving at the event, to the conclusion of such event.
 - b. No Participant should be under the influence of alcohol or drugs during an event, whether it be online or onsite.
 - c. The excessive drinking of alcohol and taking of any illegal or performance enhancing drugs is strictly forbidden at any time during an event of the DiRT Rally 2.0 World Series.
86. Each driver will compete to the best of their ability at all times during the DiRT Rally 2.0 World Series.
87. No betting or gambling by any participant or anyone connected to any participant, relating to or in connection with the DiRT Rally 2.0 World Series is allowed under any circumstances. Moreover, no competitor or related person may benefit directly or indirectly from any betting or gambling in connection with the DiRT Rally 2.0 World Series.
88. Participants shall not offer or accept any gift or reward to or from anyone for services promised, rendered, or to be rendered in connection with the DiRT Rally 2.0 World Series.
89. Participants must be respectful of the staff involved in the DiRT Rally 2.0 World Series, tournament organisers, sponsors, and/or partners at all times. Participants must not use obscene gestures, language, or offensive comments, including:
 - a. Hate speech or discriminatory behaviour - Participants may not use language that is deemed by The organisers to be obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near any racing area, at any time, off or on broadcast. Participants may not use any facilities, services or equipment provided or made available by the organisers or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. Participants may not use this type of language on social media or during any public facing events such as streaming.
 - b. Violent or physical aggression or behaviour - Abuse of the organisers, its affiliates, press, attendees, or other participants will not be tolerated. Participants must treat all individuals attending an event of the DiRT Rally 2.0 World Series with respect
 - c. Harassment of any kind - Harassment of any kind is strictly prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person
 - d. Discriminatory words, phrases, or gestures - Offending the dignity or integrity of a private person, or group of people, a team, a brand, a sponsor, a country, through contemptuous or discriminatory words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason will not be tolerated.
 - e. Trolling - Any participant who posts inflammatory, extraneous, or off-topic messages in an online community, such as a forum, chat room, or blog, with the primary intent of provoking readers into an emotional response or of otherwise disrupting normal on-topic discussion. Any conduct that is deemed to be in violation of this Code of Conduct is punishable at the sole discretion of the organisers and may result in disqualification from the DiRT Rally 2.0 World Series.
90. Drivers posting negative, disruptive and brand damaging content on social media about the DiRT Rally 2.0 World Series, the organisers, the game, Codemasters or Motorsport Network and their partners in general and/or any other participant, including but not limited to images and videos of game faults, may result in the participant (accordingly) being withdrawn from the Competition. Positive and engaging content is highly encouraged, as

long as the content is from areas permitted by the organisers.

91. Rallying other drivers to forfeit the competition - Any drivers found to be instigating forfeits from other drivers will be removed. This includes creating group conversations asking other drivers to retire/forfeit.
92. Team management and personnel – no person associated with a driver (for example, driver managers or agents), other than such persons permitted by the organisers, will be allowed on site during an event or to associate, engage or otherwise interfere with the DiRT Rally 2.0 World Series, teams or participants in any way.

APPENDIX 1

Configuration for events

- Session Visibility = Private
- Handling Style = Simulation
- Race End Timer = 60 seconds
- Assists = Not Allowed (Assists are permitted during the Qualification Round)

Difficulty Settings

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

- AI Difficulty = Demanding
- Restarts = 0
- Auto Repairs = Off
- Anti-Lock Braking System = Off
- Off Throttle Braking = Off
- Automatic Windscreen Wipers = Off
- Exterior Cameras = On
- Launch Control = Off
- Stability Control = Off
- Traction Control = Off
- Transmission = Automatic
- Clutch Override = Off
- Time Control Braking = Off

Rallycross Discipline Options

- Number of Laps = TBC
- Format = Position
- 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.)

PLEASE NOTE: THE ORGANISERS RESERVE THE RIGHT TO AMEND THE RULES AS APPROPRIATE.