

DiRT Rally 2.0 World Series - Sporting Regulations 2020/2021

Version 1.8

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 Terms and Conditions.

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

- a) 3 public online qualification rounds ('Online Qualification' or 'Qualification'), which shall determine 5 rallycross and 6 rally drivers from Xbox, PlayStation and PC who will qualify to compete in the Qualifying-Finals stage
- b) 3 live streamed, online Qualifying-Final rounds ('Qualifying Finals'), which shall determine 5 rally cross and 6 rally drivers from Xbox, PlayStation and PC 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 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 World Series is Motorsport Gaming US LLC ('Motorsport Games'). Motorsport Games reserves its rights to alter, amend or supplement these DiRT World Series Rules from time to time as it considers desirable to do so.

KEY POINTS

- Online Qualification begins on 25th August 2020 and end on 23rd November 2020
- Open to competitors on Xbox One, PlayStation 4 or PC.
- Two separate competitions for Rally and Rallycross.
- Must be aged over 16 to participate.
- If you are under the age of 18, we will request written authorisation from a parent/guardian from the competitor to compete in the series.
- Setups for are fixed for online qualification but open for knockout rounds (Qualifying-finals onwards)
- Three Qualifying-Finals for each platform (Xbox, PlayStation and Steam) will feature a weekly winner from the preceding 3 qualifying rounds + 2 or 3 with the best cumulative times from those qualifying rounds (2 for rallycross, 3 for rally)
- The top 2 drivers in each qualifier within their platform at the qualification stage will progress to the semi-final.*
- 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 16th and 17th January 2021.
- Steering wheel and pedals are mandatory for the Grand Finals – no controllers permitted.
- The Qualifying-Finals, Semi-Finals and Grand Finals will be streamed live on the internet.

*QF3 for rallycross will only have 1 competitor that qualifies for the semi-final

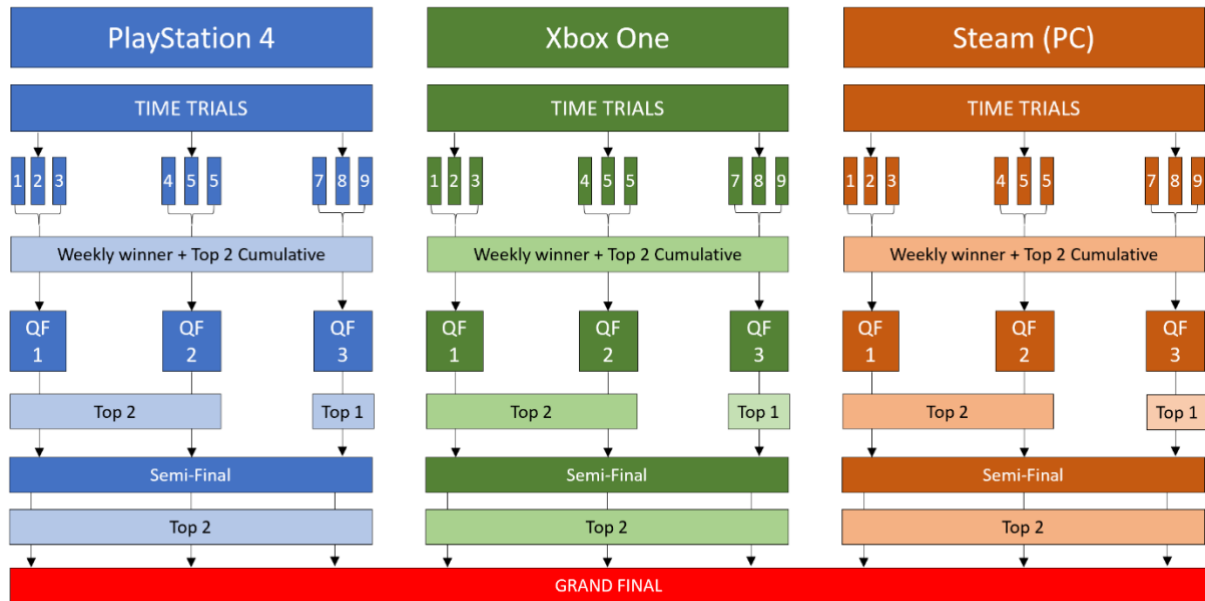
TIMETABLE

Round Number	Event Description	Start Date	End Date
1.1	Time Trial	25 th August 2020	31 st August 2020
1.2	Time Trial	1 st September 2020	7 th September 2020
1.3	Time Trial	8 th September 2020	15 th September 2020
QF1	Live Broadcast	26 th September 2020	N/A
2.1	Time Trial	29 th September 2020	5 th October 2020
2.2	Time Trial	6 th October 2020	12 th October 2020
2.3	Time Trial	13 th October 2020	19 th October 2020
QF2	Live Broadcast	31 st October 2020	N/A
3.1	Time Trial	3 rd November 2020	10 th November 2020
3.2	Time Trial	10 th November 2020	16 th November 2020

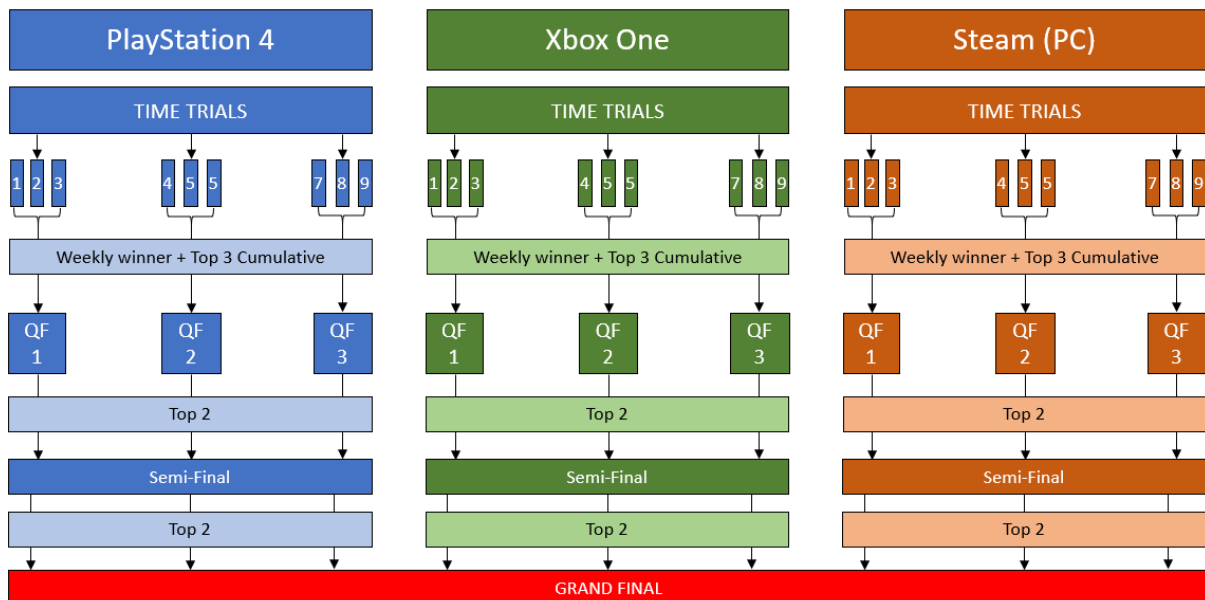
3.3	Time Trial	17 th November 2020	23 rd November 2020
QF3	Live Broadcast	5 th December 2020	N/A
Semi-Finals	Live Broadcast	19 th December 2020	N/A
Finals	Autosport Show	16 th – 17 th January 2021	N/A

THE ABOVE SCHEDULE IS PROVISIONAL AND SUBJECT TO CHANGE

RALLYCROSS: EVENT OVERVIEW



RALLY: 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 as many occasions as he or she desires 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. Once a driver has qualified into a Semi Final, the driver cannot compete in any further qualifying rounds.
8. Drivers shall be able to use any 'Assist Modifiers', such as traction control or stability assist during Online Qualification.
9. Setups will be fixed during online qualification.
10. There are two opportunities to qualify for the Qualifying-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 a top 2 (rallycross) or top 3 (rally) fastest cumulative time across the 3 individual in-game events in that round on your platform
11. The qualification schedule follows the table listed below but is subject to change.

Rally Series

Round Number	Car Class	Country	Stage
1.1	R2	New Zealand	New Zealand - Elsthorpe Sprint Forward (4.55mi)
1.2	Group A	New Zealand	New Zealand - Waimarama Sprint Forward (5.47mi)
1.3	H2 RWD	New Zealand	New Zealand - Ocean Beach Sprint Forward (4.11mi)
2.1	R5	Spain	Spain - Centenera (6.57mi)
2.2	Rally GT	Spain	Spain - Ascenso por valle el Gualet (4.35mi)
2.3	H2 FWD	Spain	Spain - Viñedos Dardenyà (4.07mi)
3.1	H1 FWD	Australia	Australia - Noorinbee Ridge Descent (3.28mi)
3.2	R5	Australia	Australia - Taylor Farm Sprint (4.35mi)
3.3	H3 RWD	Australia	Australia - Yambulla Mountain Ascent (4.13mi)

Rallycross Series

Round Number	Car Class	Country	Circuit
1.1	RX	Sweden	Holjes
1.2	RX2	Norway	Hell
1.3	RX1600	France	Loheac
2.1	RX2	Spain	Barcelona

2.2	RX	Portugal	Montalegre
2.3	RX1600	Norway	Hell
3.1	RX	France	Loheac
3.2	RX2	Sweden	Holjes
3.3	RX1600	Spain	Barcelona

12. To participate in an Online Qualification Event, each Driver must start the Game on their chosen platform and navigate to the 'Events' > 'Competitive' > 'Community Events' section within the Game's main menu. From the 'Community Events' section, Drivers can navigate to the 'DiRT World Series Qualifier' and participate by clicking on 'DiRT World Series Qualifier'.
13. 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.
14. 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.
15. 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.
16. Qualifying Drivers will be notified via the contact details they provide in their RaceNet account.
17. 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: QUALIFYING-FINALS AND SEMI-FINALS

18. The Qualifying-Finals and Semi-Finals are private, invitation-only events held by the organisers for competitors that are invited following the online qualification method.
19. Every race will use the "single race" format
20. The grid positions will be in a line of 5 cars
21. The Rallycross Qualifying and Semi-Finals will consist of three races qualifying races + a Final
22. The grid positions for qualifying races will be made clear in the Additional Sporting Regulations as published by the organizers, no fewer than 24 hours before the event.
23. Qualifying races consist of 4 laps.
24. Final races will consist of 6 laps.
25. Based on their success in a qualifying race, the competitor will be allocated points as follows:
 - 1st - 50
 - 2nd - 45
 - 3rd - 42
 - 4th - 40
 - 5th - 39
 - 6th - 38
 - 7th - 37
 - 8th - 36
 - 9th - 35

- 10th - 34
- 11th - 33
- 12th - 32
- 13th - 31
- 14th - 30
- 15th - 29
- 16th - 28
- 17th - 27
- 18th - 26
- 19th - 25
- 20th - 24

- 26. The grid for the Final will be in order determined by the competitor with the most points starting on pole position.
- 27. The Final event classification will be determined from the finishing order of the final race.
- 28. The top 2 finishers from Rallycross Qualifying-Final 1 and 2 will be invited to continue into the Semi-Final. Only the winner of Qualifying-Final 3 will be invited to the Semi-Final.
- 29. The top 2 competitors from the Semi-Final race on their chosen platform will be invited to the Grand Final.
- 30. The car and circuit selections are as follows:

Qualifying-Final 1

- Steam - Hell, Norway – RX
- PS4 – Holjes, Sweden – RX1600
- Xbox – Loheac, France – RX2

Qualifying-Final 2

- Steam - Montalegre, Portugal – RX1600
- PS4 – Barcelona, Spain – RX2
- Xbox – Hell, Norway – RX

Qualifying-Final 3

- Steam - Holjes, Sweden – RX2
- PS4 – Loheac, France – RX
- Xbox – Barcelona, Spain – RX1600

Semi-Final

- Steam – Estering, Germany – RX
- PS4 – Bikernieki, Latvia – RX
- Xbox – Killarney, South Africa – RX

NB. Should a qualifying or semi-finalist not have the required content for the race, they should inform info@motorsportgames.com no later than 5 working days before the event.

The organisers reserve to change the proposed circuits at their discretion at any point

RALLY: QUALIFYING-FINALS AND SEMI-FINALS

31. The Qualifying-Finals and Semi-Finals are private, invitation-only events held by the organisers for competitors that qualify following the online qualification method.
32. At both the Qualifying-Final and Semi-Final phase, there will be 3 x rally stages, with cumulative time across these stages deciding the finishing result.
33. The top two competitors from each Qualifying-Final in their respective platform will proceed to the Semi-Finals.
34. The top 2 competitors from the Semi-Final cumulative times from 2 stages on their chosen platform will be invited to the Grand Final.
35. The car and stage selections are as follows (all platforms to run the same stages, not necessarily the same order):

Qualifying-Final 1

New Zealand - Elsthorpe Sprint Forward (4.55mi) - Peugeot208 R2

New Zealand - Waimarama Sprint Forward (5.47mi) – Mitsubishi Lancer Evolution VI

New Zealand - Ocean Beach Sprint Forward (4.11mi) – Ford Escort Mk II

Qualifying-Final 2

Spain - Centenera (6.57mi) -Skoda Fabia R5

Spain - Ascenso por valle el Gualet (4.35mi) – Aston Martin V8 Vantage GT4

Spain - Viñedos Dardenyà (4.07mi) - VW Golf GTI 16V

Qualifying-Final 3

Australia - Noorinbee Ridge Descent (3.28mi) – Mini Cooper S

Australia - Taylor Farm Sprint (4.35mi) – Citroen C3 R5

Australia - Yambulla Mountain Ascent (4.13mi) – Lancia Stratos

Semi-Final

Sweden - Stor-Jangen Sprint - Subaru Impreza 2001

Germany - Kreuzungsring – Seat Ibiza Kit Car

Greece - Perasma Platani – Porsche 911 SC RS

NB. Should a qualifying or semi-finalist not have the required content for the event, they should inform info@motorsportgames.com no later than 5 working days before the event

The organisers reserve to change the proposed locations and stages at their discretion at any point

GRAND FINALS

36. The Final round is a private event held at the Autosport International Show on 16th January 2021 and streamed live over the internet where drivers compete in person.
37. 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.
38. 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).
39. 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).
40. As with the previous rounds, there will be two separate competitions (Rally and Rallycross)
41. The full schedule will be provided at a later date.

RALLYCROSS: GRAND FINALS

42. The Rallycross finals will consist of six qualifying races and a grand final.
43. There will be three tracks used in the qualifying segment (two races for each track) and one track used for a single race grand final.
44. Each race will use the "single race" format on a special LAN build of DiRT Rally 2.0 to allow 6 car grids.
45. The grid positions will be in three rows of two cars.
46. The grid positions for qualifying races will be released no later than Friday 15th January and the average starting position will be made as equal as possible for drivers mathematically but allocated at random.
47. Based on their success in a qualifying race, the competitor will be allocated points as follows:
 - 1st: 50 points
 - 2nd: 45 points
 - 3rd: 42 points
 - 4th: 40 points
 - 5th: 39 points
 - 6th: 38 points
48. Should there be a tie for a position the tiebreaker will be the number of race wins, then second places and so on until the tie is ended.
49. The grid for the grand final will be in order determined by the competitor with the most points starting on pole position.
50. The grand final race determines all prizes and trophies.
51. All qualifying races are 4 laps in length.
52. The grand final race is 6 laps in length.
53. The car(s) used are TBC
54. The circuit selection(s) are TBC

RALLY: GRAND FINALS

55. The Rally finals format is TBC
56. The car(s) used are TBC
57. The stage(s) used are TBC.

OFFICIALS

58. The DiRT Rally 2.0 World Series organisers will appoint officials to oversee the events.
59. In any interpretation of the rules, the final decision is that of the Race Director.
60. In the absence of the Race Director for whatever reason, their assistant takes this role and responsibility for decision making.
61. 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.
62. 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

63. For the online qualifying and semi finals, competitors are **required to record their race** and make this available upon request. Please keep a copy for at least 24 hours after the race.
Playstation advice: https://support.playstation.com/s/article/Save-and-Share-PS4-Gameplay-Videos?language=en_US
Xbox advice: <https://beta.support.xbox.com/help/friends-social-activity/share-socialize/capture-game-clips-and-screenshots>
PC advice (other alternative software is available): <https://support.microsoft.com/en-gb/help/4027180/windows-10-record-a-game-clip-with-xbox-game-bar>
Failure to provide a clear recording upon request will result in a disqualification.
Please test this before the event.
64. Drivers must not intentionally force others off the track.
65. 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.
66. 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.
67. 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.
68. Drivers must obey track limits. Track limits are defined automatically by DiRT Rally 2.0 but exploits may be additionally monitored by the Race Director or their assistant for the qualifying, semi and grand finals. Track or stage cuts that go against the spirit of rally or rallycross, regardless of whether they are automatically picked up are against the rules. Penalties and warnings will be applied as per the “PENALTIES” section of the rulebook.

69. 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.
70. A competitor may not use the walls to their advantage (“wall riding”). Should a competitor not make a genuine attempt to take a corner, a *minimum* of 30 seconds will be added to their total time after the stage.
71. 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.
72. All results are provisional until 24 hours after the event has passed.
73. 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.

74. 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.
75. Time Penalty –The game may issue a time penalty for various reasons, including cutting corners and car resets.
76. 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, QUALIFYING-FINALS AND SEMI-FINALS: EQUIPMENT AND SETUP

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

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

79. Competitors are responsible for checking the working order of their own equipment prior to the start of the event.
80. 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.
81. 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

82. The organisers will provide all competitors with their required equipment to race at the Grand Finals. No equipment may be substituted by the competitors.
83. Drivers must compete using the provided steering wheel and pedals. Competitors are prohibited from competing with a handheld controller.
84. Competitors are permitted to adjust controller settings and car tuning.
85. The event will use a special LAN build of DiRT Rally 2.0 on PC

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.

86. Competitors are responsible for checking the working order of their equipment prior to the start of the race.
87. 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.
88. 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
89. 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

90. As part of their acceptance to the Dirt Rally 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
91. Competitors agree to consent to the organiser's use of their full name (including relevant gamer nicknames as applicable) and/or image
92. The Qualifying-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
93. Drivers are encouraged to utilise their personal social media accounts using the #DRWC hashtag to promote their activities but are reminded that comments against the spirit of the competition may result in negative consequences for a competitor.
94. At their discretion, clothing may be provided by the organisers and worn as required whilst

at the competition.

PRIZES

95. 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 16th January 2021.
 - a. Competitors will be eligible to receive 1 x ticket
 - b. Travel arrangements, within reason, will be made for the eligible competitors to attend the Grand Final, including and limited to airfares and accommodation
96. Competitors eligible for the Grand Final are welcome to bring additional guests within reason to the Grand Final but entry tickets, travel, accommodation and subsistence will not be supplied by the organisers
97. Trophies for the top 3 competitors will be presented to the top three competitors in each discipline
98. There is a \$20,000 total prize fund available, to be split between Rally and Rallycross disciplines at the grand final in the following amounts:
 - 1st - \$5,000
 - 2nd - \$2,500
 - 3rd - \$1,000
 - 4th – 6th - \$500
99. There is also a prize drive to be provided by QEV in a electric rallycross car for the winner of the rallycross competition. This prize is solely the responsibility of QEV and no substitution will be made. You may be required to source and provide your own travel to the test session.
100. Additional prizes are may be announced and will be communicated appropriately.
101. 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

102. By participating in the Dirt Rally 2.0 World Series all competitors agree to be bound by the rules set out in this document along with the Terms and Conditions exclusively.
103. 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.
104. 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.
105. 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.
106. Any other behaviour as determined to be cheating, gameplay, gamesmanship or gaining an unfair advantage in any way by organisers.
 107. 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.
 108. 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.
 109. 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.
 110. Each driver will compete to the best of their ability at all times during the DiRT Rally 2.0 World Series.
 111. 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.
 112. 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.
 113. 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.
114. 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.
115. 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.
116. 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 live events

- Session Visibility = Private
- Race End Timer = 60 seconds
- Tuning = On
- Entries = Humans Only
- Assists = Not Allowed (Assists are permitted during the Qualification Round)

Rally Discipline Options

- Surface degradation = Off
- Conditions = Random (determined by lobby host)
- Service Interval = Short

Rallycross Discipline Options

- Race Format = Single Race
- Number of Laps = 4 (qualifying races) or 6 (final round)
- Conditions = Random
- Joker Laps = On

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