



Season #3 – Rulebook

Quick Rules

The Championship:

- Available for free for everyone who already has a copy of WRC 7
- 13 rounds from January to July 2018, plus a final
- Each round will take place at the same time as each official WRC rally
- The 8 best players in the season will take part in the final, which will determine the overall winner

Each round:

- Will take place between a Thursday (00:01AM GMT) and Sunday (11.59PM GMT)
- Includes one Special Stage, one stop in the Service Arena and one Super Special Stage. Lets each player record up to 5 attempts (only the best time will count);
- Lets the 50 fastest players, across all platforms, earn general ranking points

Team Championship:

- Starts from Rally Sweden (15/02). Please, note that the first two rounds (Rally Monte Carlo and Rally Deutschland) won't count for the Team Championship
- Teams are pre-selected by the organizers for the first inclusion of a Team Championship.
- Each team can register up to 5 players as official drivers of the Team. For each round, the points scored by the best 3 members of the team will count. The team will score the cumulated points of its best 3 drivers, based on the individual championship leaderboard

1. Esports WRC rules

1.1. Settings for the tournament

All drivers are liable to follow the giving settings. Different agreements are not allowed.

1.1.1. Game settings

Matches have to be played with the following settings:

1.1.1.1. Structure & Sessions

- Definition of a driver: a driver is a physical person, who own WRC 7 on one of the three platforms (PS4 / Xbox One or PC) and who entered at least one of the 13 events of the championship. When a driver starts to play on a platform, he has to stick to this platform until

the end of the championship. Multi account is not allowed (e.g. 2 accounts on one platform or 2 accounts on different platforms) and players can't earn point on different platforms.

- Privacy: Private session
- Car Class: all official WRC cars allowed
- assists are allowed / damage automatically set to "Simulation"

1.1.1.2. Conditions and itinerary

- Weather conditions will be decided by the development team
- Itinerary will be decided by the development team and information can be found on www.esportswrc.com from the start of the event.

2. Championship and points

2.1. Cancellation of a rally

Any rally which is cancelled, for any reason, will not be entered in the Championship. In this case, the rally may also be postponed to a later date.

2.2. Attribution of Championship points.

After the end of each round, leaderboards of the 3 platforms will be merged into one unique leaderboard. For each rally, points will be awarded after each event, taking into account the general classification according to the following scale:

- | | |
|---|---|
| - 1 st : 25 points | - 11 th to 15 th : 8 points |
| - 2 nd : 18 points | - 16 th to 20 th : 6 points |
| - 3 rd : 15 points | - 21 th to 30 th : 4 points |
| - 4 th & 5 th : 12 points | - 31 th to 40 th : 2 points |
| - 6 th to 10 th : 10 points | - 41 th to 50 th : 1 point |

An overall ranking is updated after each event.

In case of a dead heat in the overall ranking, positions on each event will be taken into account, as well as the number of events entered by each player. Firstly, the player with the same amount of points but who entered fewer events will be placed in a higher position than the opponent they tied with. . Secondly, if the players entered the same number of events, their cumulated positions will be taken into account.

e.g. After 3 events.

- Player A (5th, 6th, 6th) has 32 points and a 16th cumulated position.
- Player B (5th, 7th, 8th) has 32 points and a 20th cumulated position.

Player A is placed in a position higher than Player B in the overall ranking.

2.3. Championship

The championship comprises of a series of 13 sequential rounds that coincide with real-life WRC events occurring from January to November:

- | | |
|------------------------------|-------------------------|
| - Monte Carlo: 25/01 – 28/01 | - Mexico: 08/03 – 11/03 |
| - Germany: 08/02 – 11/02 | - Spain: 22/03 – 25/03 |
| - Sweden: 15/02 – 18/02 | - France: 05/04 – 08/04 |

- Argentina: 26/04 – 29/04
- Wales: 03/05 – 06/05
- Portugal: 17/05 – 20/05
- Sardinia: 07/06 – 10/06
- Poland: 28/06 – 01/07
- Australia: 12/07 – 15/07
- Finland: 26/07 – 29/07

2.4. Team Championship.

The Team Championship will start from Rally Sweden (15/02). Teams are pre-selected by the organizers for the first year (Season 3) and they can register up to 5 drivers. For each round, the points scored by the best 3 drivers of the team will be cumulated. Information about Team prizes will be released during the season.

2.5. Qualification for the final.

After the last event, 8 players will qualify for a final, based on their cumulated points.. Information about the final and prizes will be released during the season.

2.6. Protests

Protests must be made as soon as possible at the following address: esportswrc@wrcthegame.com or they may be ignored depending on the circumstances. The replay file should always show the names above the player cars. Replays without displaying player names might not be counted as evidence.

2.7. Decisions

Decisions outside the Rulebook – Admins (Bigben Interactive and/or Kylotonn Racing Games) have the right to decide outside or even against the rulebook in special cases to guarantee fairplay.

2.8. Severability

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect:

- a) the validity or enforceability in that jurisdiction of any other provision of this Agreement; or
- b) the validity or enforceability in other jurisdictions of that or any other provision of this Agreement.

2.9. Names, Symbols and Sponsors

Bigben Interactive and/or Kylotonn reserve the right to forbid the use of unwanted or occupied names and symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives the permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use or other adult/mature themes and products is allowed.

Note to the players: Once you have started the competition, please do not change your display/username between events else your total number of points will not be cumulated.

2.10. Confidentiality

All communication between league participants and administration are confidential and must not be made public by the participant without prior permission by the Bigben Interactive or Kylotonn Racing Games.

2.11. Rights of use

Bigben Interactive reserves the right to use material from all of their matches (i.e. pictures, videos, streams, replays, demos, screenshots, etc.). Players are only allowed to stream their own matches.

2.12. Cheating

The driver may get banned and disqualified from the championship if a cheat or abusive exploit is detected. The Admin Team reserves the right to add penalties/ban/ or disqualify drivers if an abusive use of any advantageous features is detected. In-game penalties cannot be contested.

2.13. Ringing/Faking

Ringing or faking will result in disqualification of the driver and the ringer for the entire competition.

2.14. Betting

Not allowed to bet on matches in this tournament at all.

2.15. Behaviour

Any offensive, disrespectful or unsportsmanlike behaviour (including but not limited to flaming, insults, physical violence) will be punished and can lead to disqualification.

2.16. Changes to the rulebook

Bigben Interactive / Kylotonn Racing Games are allowed to change rules in the existing rulebook at any time.

2.17. Server crashes.

In case of server crashes during an event which would make the competition impossible or altered, organizers will inform the community on social media (<https://www.facebook.com/wrcofficialgame/>) about the decision to postpone the event, make it longer, or cancel it, depending on the importance of the crash.

3. Game media

All game media (screenshots, replays, etc) must be kept for at least 14 days. Faking or manipulating game media is of course forbidden and will result in severe penalties. Game media should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad game media naming. However, if an admin is hindered in their work because of bad game media names then it can be punished for.

Appendices.

1. How does it work?

ESPORTS WRC | SEASON #3
GENERAL INFORMATION

HOW DOES IT WORKS? ▶ ESPORTS PRESENTATION ⚙ FULL RULES

1
EXPERIENCE THE REAL
WRC SEASON
BY COMPETING
IN 13 RALLIES

2
EARN POINTS
FOR EACH ROUND

PS4 + XBOX ONE + STEAM

3
BE ONE OF THE
8 BEST DRIVERS
WORLDWIDE
& COMPETE IN THE
GRAND FINALS

#1	25 POINTS	#3
#2	18 POINTS	#4
#5	12 POINTS	#10
#11	8 POINTS	#15
#16	6 POINTS	#20
#21	4 POINTS	#30
#31	2 POINTS	#40
#41	1 POINT	#50

2. Season 3 calendar

SEASON #3 CALENDAR [ADD TO YOUR CALENDAR](#)

Event	Start - End	Days Remaining
01 RALLY MONTE CARLO	25 JAN - 28 JAN	IN 1 DAY
02 RALLY DEUTSCHLAND	08 FEB - 11 FEB	IN 2 DAYS
03 RALLY SWEDEN	15 FEB - 18 FEB	IN 5 DAYS
04 RALLY MÉXICO	08 MAR - 11 MAR	IN 30 DAYS
05 RALLY CATALUNYA	22 MAR - 25 MAR	IN 44 DAYS
06 TOUR DE CORSE	05 APR - 08 APR	IN 58 DAYS
07 RALLY ARGENTINA	26 APR - 29 APR	IN 79 DAYS
08 WALES RALLY GB	03 MAY - 05 MAY	IN 86 DAYS
09 RALLY DE PORTUGAL	17 MAY - 20 MAY	IN 100 DAYS
10 RALLY ITALIA SARDEGNA	07 JUN - 10 JUN	IN 121 DAYS
11 RALLY POLAND	28 JUN - 01 JUL	IN 142 DAYS
12 RALLY AUSTRALIA	12 JUL - 15 JUL	IN 156 DAYS
13 RALLY FINLAND	26 JUL - 29 JUL	IN 170 DAYS
14 GRAND FINALS STAY TUNED		