



Season #2 – Rulebook

Quick Rules

The Championship:

- Available for free for everyone who already has a copy of WRC 6
- 13 rounds from January to November 2017, plus a final
- Each round will take place at the same time as each official WRC rally
- Only the 10 best results for each player in the 13 rounds will count in the final rankings
- 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 up to 5 Special Stages and up to 2 stops in the Service Area
- 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

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 6 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
- *Update 27/02/2017: Toyota Yaris WRC test car is not considered as an official WRC car and therefore cannot be used in eSports WRC.*
- 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:

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

An overall ranking is updated after each event.

Update 27/02/2017: 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: 19/01 - 22/01
- Sweden: 09/02 – 12/02
- Mexico: 09/03 – 12/03
- France: 06/04 – 09/04
- Argentina: 27/04 – 30/04
- Portugal: 18/05 – 21/05

- Sardinia: 08/06 – 11/06
- Poland: 29/06 – 02/07
- Finland: 27/07 – 30/07
- Germany: 17/08 – 20/08
- Spain: 05/10 – 08/10
- Wales: 26/10 – 29/10
- Australia: 16/11 – 19/11

2.4. Qualification for the final.

After the last event, 8 players will qualify for a final, based on their 10 best results, allowing them to miss or fail on a maximum of 3 events during the whole championship. Information about the final and prizes will be released during the season.

2.5. Protests

Protests must be made as soon as possible at the following address: esports@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.

2.6. 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.

2.7. 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.

2.8. 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.

Update 27/02/2017: 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.

2.9. 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.

2.10. 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.

2.11. 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.

2.12. Ringing/Faking

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

2.13. Betting

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

2.14. Behaviour

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

2.15. Changes to the rulebook

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

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.

3.1. Replays

Every Driver who wants to appear in highlight videos needs to be ok with uploading his leaderboard-stage replay.

Appendices.

1. How does it work?

ESPORTS WRC
SEASON #2

#ESPORTSWRC

HOW DOES IT WORK?

1 EXPERIENCE THE REAL WRC SEASON BY COMPETING IN EVERY RALLY OF 2017

2 EARN POINTS FOR EACH ROUND

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

RALLY MONTE-CARLO	RALLY SWEDEN	RALLY SINALOBA MEXICO	TWIK DE COISE RALLYE DE FRANCE	XCON RALLY ARGENTINA	VODAFONE RALLY DE PORTUGAL	RALLY ITALIA SARDINIA
25 POINTS	15 POINTS	18 POINTS	10 POINTS	8 POINTS	25 POINTS	18 POINTS
LOTUS 73RD RALLY POLAND	WESTE RALLY FINLAND	ADAC RALLYE DEUTSCHLAND	RALLYRAC RALLY DE ESPANA	DAVINGORE WALES RALLYE	RALLY AUSTRALIA	CHAMPIONSHIP STANDINGS
- POINTS	18 POINTS	12 POINTS	6 POINTS	12 POINTS	25 POINTS	178 POINTS

3 AT THE END OF THE SEASON YOUR 10 BEST RESULTS WILL MAKE UP YOUR RANK

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

ESPORTS WRC
SEASON #2

[MORE INFORMATION ON WWW.ESPORTSWRC.COM](http://www.esportswrc.com)

1. Rally timeline.

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SEASON #2

#ESPORTSWRC

RALLY TIMELINE

00:01 AM GMT START

11:59 PM GMT END

THU FRI SAT SUN

RALLYE MONTE-CARLO

UP TO 5 TRIES
TO RACE THE RALLY & RANK AMONGST
THE BEST PLAYERS

PS4 + XBOX ONE + STEAM

04:00 PM GMT PUBLICATION

04:00 PM GMT PUBLICATION

MON TUE WED THU FRI

OVERALL RESULTS + UPDATED CHAMPIONSHIP STANDINGS

RALLY HIGHLIGHT VIDEO
WATCH THE GREATEST MOMENTS

[MORE INFORMATION ON WWW.ESPORTSWRC.COM](http://www.esportswrc.com)