



Handbook and Rules

Appendix 1: Handbook

1. Introduction

The Official Handbook (“**Handbook**”) of the Forza Racing Championship (“**Forza Racing Championship**” or “**Competition**”) applies to all Team Owners, Team Managers, Drivers (“**Participants**”) who are actively participating in any event related to the Forza Racing Championship. Forza Racing Championship teams (“**Teams**”) consist of a set combination of Drivers, Team Managers and supporting members such as livery painters.

The Forza Racing Championship Administration (“**Administration**” or “**Official**” or “**Marshal**”) consists of the following parties: Turn 10 Studios, Microsoft Corporation, Gfinity PLC.

The Forza Racing Championship consists of all online and offline activities that is governed by this Handbook.

This edition of the ForzaRC Driver Handbook contains all current guidelines governing the Forza Racing Championship that are in effect for 2018. Administration reserve the right to amend any rule in this handbook at any time.

Administration reserves the right to exercise necessary authority, without limitation, to protect the interests of the Forza video game franchise (“**Franchise**”), any person or entity who is partnered with Franchise or Administration to provide products or services for the Competition (“**Affiliate**”), any authorized person or entity to create and/or publish media for any reason at any time during the Competition (“**Press**”), and any person who is present at an event related to the Competition (“**Attendee**”). All decisions made by Administration are final unless the option to appeal is clearly stated.

All communication with Administration is strictly confidential. The publication of such material without explicit consent is strictly prohibited and will result in a penalty.

2. Code of Conduct

All Participants are expected to conduct themselves in a manner that reflects positively on the Administration, Press, Sponsors, Attendees, and other Participants being represented.

By participating in the Forza Racing Championship, Participants agree to abide by the following Forza Racing Championship Code of Conduct. Failure to comply with any of these articles in this handbook will be a violation of **Article 9.1** in this handbook.

2.1 Competitive Integrity

Participants are expected to compete at the best of their ability at all times during the Forza Racing Championship. No forms of cheating will be tolerated. This includes;

- **Disruption**

Participants may not intentionally delay or slow gameplay, including but not limited to stalling, disconnecting network cables, interruption of network connectivity, or any other known or unknown manner of tampering with gameplay.

- **Hardware modification**

Any modification made by a piece of hardware allowing it function in a way the manufacturer did not intend. This could be, but not limited to: Non ForzaRC Approved Controllers.

- **Hacking**

Hacking is defined as any modification made to the original game and game data by any team, driver, or person acting on behalf of a driver or team.

- **Exploiting game glitches**

Exploiting is defined as any game function that, in the sole determination of ForzaRC officials, is not functioning as intended and used to gain any competitive advantage.

- **Impersonation (including playing under another Driver's account)**

Playing under another driver's account or soliciting, inducing, encouraging or directing someone else to play under another driver's account. This also includes racing in a region the driver does not belong in.

- **Collusion**

Collusion is defined as any agreement among two (2) or more drivers and/or confederates to disadvantage opposing drivers.

- **Match fixing**

Any discussion or act to arrange an outcome of a race.

or any other behaviour as determined by the Administration or the tournament organizer.

2.2 Drugs and Alcohol

The use of drugs or alcohol may lead to disruptive behaviour. Drivers believed to be under the influence of drugs at any given time during the event will be removed from the event and disqualified from taking part in any ForzaRC or Gfinity related tournaments. Any prescriptions must be presented upon request for any required medication. For all intents and purposes, "any given time during the event" covers 24 hours prior to a Driver arriving at the event location, to 24 hours after the conclusion of the event. No Driver should be under the influence of alcohol during competition hours. The excessive drinking of Alcohol is strictly forbidden and includes but is not limited to out of tournament hours and 24 hours prior and 24 hours after the conclusion of the event.

2.3 Personal Conduct

Drivers are expected to play at their best at all times within any ForzaRC game, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play. All Drivers are expected to be respectful of the staff of the Administration, tournament organizers, sponsors, and/or partners. Drivers must not use obscene gestures, language, or offensive comments during tournament activity.

This includes:

- **Hate speech or discriminatory behaviour**

Participants may not use language that is deemed by Administration to be obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match area, at any time, off or on broadcast. Participants may not use any facilities, services or equipment provided or made available by Administration 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. Language that is deemed to be in violation of the ForzaRC Handbook is punishable at the sole discretion of Administration.

- **Violent or physical aggression or behaviour**

Abuse of Franchise, Administration, Affiliates, Press, Attendees, or other

Participants will not be tolerated both online or at live events. Participants and their guests (if any) must treat all individuals attending a Match with respect.

- **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.

- **Racist or sexist words, phrases, or gestures**

Participants may not offend the dignity or integrity of a country, private person or group of people 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.

- **Any “sound-alike” or “look-alike” words or phrases that reference these topics**
- **Any other type of conduct deemed inappropriate at the discretion of the Administration or tournament organizer**
- **Harassment/Trolling**

Drivers are expected to show up on time for their obligations and are responsible for timekeeping. Should a driver not be present for meetings, briefings, games, media or other obligations laid out prior to any event, penalties may be issued.

2.4 Betting or Gambling

Participants may not conduct or promote betting or gambling on any Forza Racing Championship match. Participants may not benefit directly or indirectly from betting or gambling on any Forza Racing Championship match.

2.5 Bribery and Gifts

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 Competition, including services related to defeating or attempting to defeat a competing Driver or services designed to throw or fix a Match or Game. The sole exceptions to this rule shall be in the case of performance-based compensation paid to a Driver by the Team the Driver belongs to.

2.6 ForzaRC Officials

The ForzaRC Official is to have general oversight and control of the game. The official is the final authority for the outcome of the race. If there is a disagreement between drivers regarding the outcome of a race, any decision, or the application, enforcement, or interpretation of a rule, the Official's decision will be final. The Official's decisions upon all matters are final.

2.6.1 Responsibility

Officials oversight includes, but is not limited to:

- Checking and monitoring driver peripherals and Match areas.
- Announcing the beginning of the Match.
- Issuing penalties in response to rule violations during the Match.
- Confirming the end of the Match and its results.

At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any Participant or other individual. If a referee makes an incorrect judgment, the judgment can be subject to reversal. Administration, at their sole discretion, may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, Administration reserves the right to potentially invalidate the referee's decision. Administration will always maintain final say in all decisions set forth throughout the Competition.

3. Driver Eligibility

A "Driver" is any person who is registered through the ForzaRC Gfinity Site during the Forza Racing Championship. Drivers must be registered before the end of the Qualification Rivals in order to score points for the week. Drivers must meet the following requirements in their entirety in order to be eligible to compete. Drivers who do not meet these requirements will be deemed ineligible and will be removed from the Forza Racing Championship until these requirements are met.

Administration reserves the right to investigate Driver information when eligibility is in question. Drivers should be prepared to provide a copy of personal identification or other applicable documents to verify that these requirements are met.

3.1 Age

No Driver shall be considered eligible to participate in any ForzaRC-affiliated match before his or her 16th birthday, defined as having lived 16 full years.

3.2 Region & Residency

3.2.1 Resident Defined.

For purposes of this Rule 3.2.1, a Driver is deemed to be a "Resident" of a region if such Driver resides in during the entirety of the time of the qualification process.

3.2.2 Certification of Residency.

All Drivers shall certify their residency upon registration in the Forza Racing Championships. Drivers may be asked for personal Identification to verify their region. For the avoidance of doubt, each Driver consents to the processing and or transfer of any personal identification by Turn 10 & Gfinity staff for administrative purposes. Each Driver is responsible for ensuring that they meet the residency requirements in this Rule 3.2. It shall be a violation of these rules if a Driver (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such Driver's residency and region. A violation of this Rule 3.2 by a Driver shall also be deemed a violation of Rule 2, and the disciplinary measures in **Article 9** shall apply.

3.2.3 Proof of Residency.

Any Driver over eighteen years of age may prove residency by the provision of documentary evidence sufficient to demonstrate actual residence in the region in which he or she wishes to play. Such documentary evidence may be in the form of one or more examples of:

- **Government Issued Documentation;** A Driver may prove residency by providing copies of Government issued identification (such as, Drivers Licence, Passport, National Identification Cards)
- **Private Documentation;** utility bills (such as gas, water, electricity, cable, or telephone, provided that all show levels of use consistent with actual residency), bank records and statements, tax returns, insurance documents, and employment records.

3.2.4 Residency of Minors.

Drivers who are below eighteen years of age may prove residency by either:

- **School Records.** A Driver may prove residency by providing proof of full-time attendance at school in the region, including by providing copies of report cards, enrolment documentation, or attendance records certified by school officials; or

- **Parents' Records.** A Driver may prove residency by (i) providing documentary evidence of the parent-child relationship, such as a birth certificate that lists the names of parents, and (ii) proof that one parent lives in the region, which may be demonstrated by provision of documentary evidence sufficient to prove residency as specified in Rule 3.2.3 above.

3.2.5 Losing Residency.

For purposes of this Rule 3.2, a Driver who is considered a Resident for a region will no longer be deemed to be a "Resident" of that region if such Driver has been primarily present in another region for 12 months

3.3 Hardware & Software Requirements

A Driver is only eligible to participate in the ForzaRC if they have;

- An Xbox One system console
- Xbox Live Gold Membership
- Internet connection
- Forza Motorsport 7

Drivers must note that during events, Xbox One X consoles may be used.

3.4 Employee Participation

Drivers may not be employees or family members of employees of Turn 10 Studios, Microsoft, Gfinity, Atomicinfotech, The Production Network or any of their respective affiliates at the start of or at any point during the ForzaRC. "Affiliate" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

4. Driver Restrictions

4.1 Driver Names

Driver Names may not contain any of the following: Obscene or suggestive language, Corporation, company, sponsor, product, or services names Turn 10 Studios, Microsoft, Gfinity or any shorthand of the aforementioned Forza Racing Championship derivatives that may cause confusion during gameplay.

Administration reserves the right to restrict or change Team and Driver names for any reason.

4.2 Sponsorships

Drivers may acquire sponsorship. Administration reserves the right to restrict sponsor involvement.

Involvement from sponsors that fall into the follow categories is strictly prohibited:

- No alcohol, tobacco, cannabis or firearms
- No gambling websites or casinos that promote free or pay services
- No dating or personals sites
- No adult products or services (Trojan, Viagra, etc.)
- No debt services
- No competitive gaming devices or services (Nintendo, Nintendo DS, PSP, PS3, PS4, etc.)
- Non-Microsoft gaming consoles/platforms or set-top boxes with streaming TV, video, or gaming services
- No online pharmacies
- No religion or religious content
- No political campaigns from candidates or issues
- No adult content such as: excessive or distasteful language, nudity, overt/excessive sexuality images, or racy creative.
- No violence such as: content that depicts decapitation, excessive blood splatter, killing, gore, cruelty, rape, molestation, child abuse, repeated blows or shots inflicted upon people/creatures, violent blows to the head, guns/weapons pointed at head, guns/weapons pointed toward reader/audience, depictions of fatal injuries, people/creatures on fire, etc.
- No defamatory, libelous, slanderous, or unlawful content
- No hate speech or discrimination
- No profanity
- No illegal activity

Administration may allow sponsorship exceptions in some cases with prior approval. The rules surrounding sponsorship may change in the next year of Forza Racing Championship and sponsorship that is permitted now may alter. Any multi-year sponsorship deals teams may make must have this consideration.

4.3 Liveries

Liveries are subject to approval by the Administration for their use at onsite events. Liveries must be sent to the Administration by means that they decide before a certain date. These details will be provided in the event Handbook prior to the event in question. Liveries are subject to the same exclusions as Sponsorships outlined in 4.2 above.

4.3 Additional Agreements

Administration is not responsible for enforcing any agreements made between drivers and other entities. Any agreement that does not comply with this Handbook is strictly prohibited.

4.4 Documentation or other Miscellaneous Requests

Documentation or other miscellaneous items may be required at various times throughout the Competition as requested by Administration. If the documentation is not completed to the standards set by Administration, the Participant may be subject to penalties. Penalties may be issued if the items requested are not properly submitted by the required time.

5. Driver Equipment

5.1 ForzaRC-Provided Equipment

ForzaRC officials will provide, and ForzaRC Drivers will exclusively use, equipment in the following categories to ForzaRC Drivers for all official ForzaRC matches on site at events:

- Xbox One system console & Monitor
- Headsets and/or Microphones
- Table and Chair

At the request of an ForzaRC Driver, ForzaRC officials will provide the following categories of equipment for use in all official ForzaRC matches on site at events:

- Controller Charging Cables

All ForzaRC-provided equipment shall be chosen, selected and determined at the sole discretion of the ForzaRC.

Drivers are expected to have sufficient equipment to be able to participate online which is not provided.

5.2 Driver-Owned or Team-Owned Equipment

Drivers are allowed to provide equipment in the following categories, which are owned by themselves, into the match area and use such equipment during official ForzaRC matches:

- Controllers*

**Drivers will only be allowed to use Officially Licensed Microsoft Xbox controllers Including but not limited to the Xbox Elite, Scuf and Razer controllers. Modified and other third-party controllers will not be allowed.*

All Driver-owned equipment must be submitted to ForzaRC officials in advance for approval. Unapproved equipment or equipment that is suspected by ForzaRC officials of providing an unfair competitive advantage will not be permitted for use, and Drivers will be required to use ForzaRC provided equipment instead. At their discretion, ForzaRC officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness. No Driver-owned hardware, equipment or apparel may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Turn 10 Studios, Microsoft or Gfinity.

5.3 Replacement of Equipment

If equipment or technical problems are suspected by ForzaRC officials at any time, a Driver or ForzaRC official may request a technical review of the situation. A ForzaRC technician will diagnose and troubleshoot problems, as needed. Technicians may request that ForzaRC officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the ForzaRC. If a Driver wishes to use personal replacement equipment, the Driver must use equipment which has been preapproved by ForzaRC officials before the match otherwise they will be provided replacement equipment by the ForzaRC officials.

5.4 Audio Controls

Drivers will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. ForzaRC officials may require Drivers to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low. Headphones must be placed directly on a Driver's ears, and must remain there for the duration of the game. Drivers are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the Driver's ears

5.4.1 Hearing-Impaired

If a participant is hearing-impaired then Administration may make an exception and allow additional control over audio levels to suit the needs of the driver.

5.5 Equipment Tampering

Drivers may not touch or handle provided equipment after a match has started. Drivers who require assistance with their equipment should ask assistance from an ForzaRC official.

5.6 Attire

Participants must wear appropriate attire. Administration reserves the right to prohibit the use of attire that is deemed inappropriate. Specific guidelines will be provided in onsite event Handbooks which will be provided before each onsite event.

6. Match Process

6.1 Changes to Schedule

ForzaRC may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of a ForzaRC match to a different date or otherwise modify the schedule of matches. In the event that ForzaRC modifies a match schedule, ForzaRC will notify all Drivers at the earliest convenience. Schedules will be distributed to Drivers at the earliest date possible before an event.

6.2 Pre-Match Setup

6.2.1 Setup Time

Drivers will have designated blocks of time prior to their match time to ensure they are fully prepared. ForzaRC officials will inform Drivers and teams of their scheduled setup time and duration as part of their match schedule. ForzaRC officials may change the schedule at any time. Setup time is considered to have begun once Drivers enter the Match Area, at which point they are not allowed to leave without permission of the on-site ForzaRC official or and accompaniment by another ForzaRC official. Setup is comprised of the following:

- Ensuring the quality of all ForzaRC-provided equipment.
- Connecting peripherals.
- Ensuring proper function of all peripherals.
- Adjusting in-game settings.
- Limited in-game warm-up.

6.2.2 Technical Failure of Equipment

If a Driver encounters any equipment problems during any phase of the setup process, Driver must alert and notify an ForzaRC official immediately

6.2.3 Technical Support

ForzaRC officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

6.2.4 Timeliness of Match Start

It is expected that Drivers will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of ForzaRC officials. Penalties for tardiness may be assessed at the discretion of the ForzaRC.

6.2.5 Acknowledgement of Pre-Match Testing

No fewer than five minutes before the match is scheduled to begin, a ForzaRC official will confirm with each Driver that their setup is complete

7. Competitive Structure & Game Settings

All Competitive structure and Game settings can be found in the Rulebook that will be distributed before the start date of each event.

8. Media

8.1 Broadcasted Matches

Administration reserves the right to broadcast any Match of Forza Racing Championship including online and offline play. Participants cannot refuse broadcasts authorized by Administration.

Administration reserves the right to reschedule any Match of the Forza Racing Championship to accommodate a specific broadcast time. Participants cannot refuse to this reschedule. Refusing to allow Administration to broadcast or reschedule any Match may result in a penalty.

8.1.1 Content Publishing

Participants may record and publish footage from the Competition for personal use. Administration reserves the right to revoke this privilege for any reason at any time.

8.1.2 Confidentiality

Participants do not have the right to discuss or share any information about pre-recorded or tape delayed content. This will be seen as a violation of **Article 9.1**. Administration reserve the right to investigate any breaches of this rule online and at events.

8.1.3 Content Ownership

Participants may use content captured participating in the ForzaRC non-commercially. Turn10 own any content which is captured participating in the ForzaRC. To obtain permission to use said content commercially you must email ForzaRCSupport@microsoft.com

8.2 Media Appearances

Drivers may not refuse to conduct an interview. All Drivers must be available for headshots. Failure to be available for interviews and photos may result in a penalty.

9. Rule & Conduct Violations

By participating in any Forza Racing Championship event (including both online and offline play), or an Administration sanctioned or sponsored online or live event, Drivers agree to be bound by the final decisions of the Tournament Organizer, Administration, and anyone acting on the Administration's behalf.

Administration and/or Tournament Organizer can, at its sole discretion, take the following disciplinary actions depending on the severity of the infraction:

9.1 Handbook

Any article broken that has been stated in this handbook can lead to immediate disqualification from the Series.

10. Payment to Drivers

10.1 Event Prizes

Event prize money will be paid within 30 days of Gfinity PLC receiving the prize claim form (that will be distributed post event) from the prize recipient.

Winners may be required to sign an affidavit of eligibility, liability release, publicity release (unless prohibited by law), and tax documents (the "Documents"). If you do not complete the required Documents as instructed and/or return the required Documents within the time period listed on the Winner notification message, the prize will be awarded to a runner-up Winner.

Prizes may not be substituted for cash or any other merchandise or services. However, if for any reason an advertised prize is unavailable, Sponsors reserve the right to substitute a prize of equal or greater value. Prizes are non-transferrable; if a winner is unable or unwilling to accept a prize it will be awarded to a runner-up Winner. Prize winners are solely responsible for all applicable taxes related to accepting the prize. Prizes won by a minor may be awarded to a parent/legal guardian on minor's behalf.

10.2 Cancellation of Prize Money

Administration reserves the right to cancel any pending payments upon discovery of fraud, foul play, or other serious infractions.

11. Spirit of the Rules

11.1 Finality of Decisions

All decisions regarding the interpretation of these rules, Driver eligibility, scheduling and staging of the ForzaRC, and penalties for misconduct, lie solely with ForzaRC, the decisions of which are final. ForzaRC decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

11.2 Rule Changes

These rules may be amended, modified or supplemented by ForzaRC, from time to time, in order to ensure fair play and the integrity of ForzaRC.

11.3 Right to Appeal

Participants will be given the opportunity to submit a request to appeal penalties within 72 hours from the time the penalty is issued. All requests will be reviewed by Administration. Issued penalties will be finalized and closed in the event that an appeal is either denied or not requested at the end of the 72 hour period.

11.4 Right to Publish

Administration reserves the right to publish any information regarding issued penalties for any reason at any time. Participants referenced in such declaration hereby waive any right to legal action against Franchise, Administration, Affiliates, Press, Attendees, or other Participant.

Appendix 2: Rulebook

1. Driver Eligibility

All information about driver eligibility can be found in the Forza Racing Championship Handbook.

1.1 Registration and information

Drivers are expected to visit <http://www.forzarc.com> to stay up to date on event news, updates, changes and information.

Every driver that takes part in the Forza Racing Championship events must be registered on the <http://forzarc.gfinity.net> portal.

2. Tournament Format

The 2018 Series will consist of two Series. Each Series will hold bi-weekly (every second week) solo lap time (Rivals) qualification for weekend online multiplayer races (Ghost and Sunday Heats races). The top 12 drivers from each region after the weekend advance to the Wednesday Showdown. Forza Points are accumulated from participating in Rivals Qualifiers, Sunday Heats, Wednesday Showdowns, Booster Rivals. Forza Points are also available to be earned at offline events.

2.1 Online Regional limits

Tables below reflect the regional participation split for Ghost, Sunday Heat and Wednesday Showdown races.

Ghost Races

Region	EMEA	NA	LATAM	Asia	Oceanic
Participants	400	400	80	n/a	n/a

Sunday Heat Races

Region	EMEA	NA	LATAM	Asia	Oceanic
Participants	24	24	24	24	24

Wednesday Showdown Races

Region	EMEA	NA	LATAM	Asia	Oceanic
Participants	12	12	12	12	12

2.2 Rivals

Qualifying for the Races uses ranked lap times from in-game Rivals events. The top drivers as referenced in 2.1 from each eligible region will qualify. Rivals being at Midnight UTC Monday and end at 11:59 UTC Wednesday.

2.2.1 Qualifying Rivals

Qualifying Rivals determine placement in the Ghost Races and Performance Level for the race week. Points are awarded for every individual position in the top 1000 based on the leaderboard when sorted to "Top Scores."

2.2.2 Booster Rivals

Booster rivals take place after the Wednesday Showdown. If a driver earned minimum to no points in the racing for the week, they can participate in booster rivals to gain a small amount of points towards their total. Drivers cannot receive points from both Races and Rivals, whichever points gain is higher will be used.

2.2.3 Settings

All Rivals times must be set with rental cars void of upgrades and tuning along with the following maximum level of assists:

- Suggested Line = Off
- Braking = ABS Off
- Steering = Normal
- Traction Control = Off
- Stability Control = Off
- Shifting = Automatic
- Damage, Fuel & Tire Wear = Cosmetic
- Rewind = On
- Friction Assist = Off

2.3 Races

Live multiplayer races with qualified drivers from Rivals will take place on weekends and Wednesday. All races online are done within regions meaning there will be no cross-region Races. All participating drivers will be notified of start times for their races. When the start time arrives, Drivers will join a lobby hosted by Gfinity. The race will start within 15 minutes of the start time and any driver who is not in the lobby by then will be classified as a no-show. Times are subject to change.

2.3.1 Ghost Races

Ghost Races take place after Qualifying Rivals on the following Saturday. These races have collision mode set to "Always Off." In each of these races, there is a limit of 20 Drivers per race. For regions with 400 Drivers, there will be a single round elimination with the top 4 advancing. Once a region is at 80 Drivers, there will be a second round of Ghost Races. The second round of Ghost Races will be points based over three races. The top 6 Drivers from each group will qualify for the Sunday Heats. Ghost races will use "Forza Clean" track boundaries.

2.3.2 Sunday Heat Races

Sunday Heat Races include the top 24 Drivers in each region racing. There will be two groups of 12 Drivers competing in three races. These races will have collisions set to "Default" with the exception of any region that does not participate in Ghost Races. Any region which does not participate in Ghost races will have collisions set to "Always Off." The top 6 Drivers from each group will advance to the Wednesday Showdown.

2.3.3 Wednesday Showdown Races

Wednesday Showdown Races consist of the top 12 Drivers from each region. These are the final races of the race week. Collisions for all of the Wednesday Showdown races will be set to "Always On." EMEA and NA Wednesday Showdowns will be broadcasted live on social media platforms. LATAM, Asia and Oceanic Showdown Races will occur after Sunday Heat Races, drivers will be notified when races are scheduled.

2.3.3.1 Voting for Wednesday Showdown Races

Viewers will vote on which option they want the drivers to race on the Wednesday Showdown. For regions who do not have broadcasted finals, the options will be chosen at random.

2.3.3.2 Stand-by Drivers for Wednesday Showdown Races

The top 4 drivers from each Sunday Heat will be placed on stand-by for the Wednesday Showdown. These drivers will fill any empty positions if a qualified driver is unable to make the race. Any stand-by driver who races in the Wednesday Showdown will earn full points as if they qualified for and raced in the Wednesday Showdown regularly.

2.3.4 Advancement Tables

These tables show how Drivers advance through the Race Week and how many participate in each round:

Ghost Races – 20 Drivers per lobby

Region:	EMEA	NA	LATAM	Asia	Oceanic
Drivers in Round 1:	400	400	n/a	n/a	n/a
Drivers in Round 2:	80	80	80	n/a	n/a

Note: LATAM does not participate in Round 1. Asia and Oceanic do not participate in Round 1 or 2.

Sunday Heat Races – 12 Drivers per lobby

Region:	EMEA	NA	LATAM	Asia	Oceanic
Drivers:	24	24	24	24	24

Wednesday Showdown Races – 12 Drivers per lobby

Region:	EMEA	NA	LATAM	Asia	Oceanic
Drivers:	12	12	12	12	12

Note: LATAM, Asia and Oceanic Showdown Races will take place on Sunday after Heat races. Drivers will be notified of the start time and be given time between Heats and Showdown.

2.3.5 Car and Track Combinations

Series 1

April 2-4	Rivals Qualifier 1	<ul style="list-style-type: none"> 2014 Chevrolet #3 Corvette Racing Corvette C7.R at Sebring Full
April 7	Ghost Races 1	<p>Single Race Round:</p> <ul style="list-style-type: none"> 2014 Chevrolet #3 Corvette Racing Corvette C7.R at Sebring Full (5 laps) <p>Three Race Round:</p> <ul style="list-style-type: none"> 2014 Chevrolet #3 Corvette Racing Corvette C7.R at Sebring Full (5 laps) 2014 HSV GEN-F GTS at Bathurst (4 laps) 1996 Ferrari F50 GT at Silverstone (5 laps)

April 8	Sunday Heats 1	<ul style="list-style-type: none"> • 2014 Chevrolet #3 Corvette Racing Corvette C7.R at Sebring Full (7 laps) • 1987 Ferrari F40 Competizione at Silverstone (7 laps) • 2014 Honda #2 Castrol Honda Civic WTCC at Nurburgring GP (7 laps)
April 11	Wednesday Showdown 1	<ul style="list-style-type: none"> • 2014 Chevrolet #3 Corvette Racing Corvette C7.R at Sebring Full (7 laps) <ul style="list-style-type: none"> • Weather Voting Options: <ul style="list-style-type: none"> • Day • Rain • At Silverstone (8 laps) <ul style="list-style-type: none"> • Car Voting Options: <ul style="list-style-type: none"> • 1987 Ferrari F40 Competizione • 1996 Ferrari F50 GT • 2014 Honda #2 Castrol Honda Civic WTCC <ul style="list-style-type: none"> • Track Voting Options: <ul style="list-style-type: none"> • Nurburgring GP (7 laps) • Road America Full Alt (6 laps)
April 12-14	Rivals Booster 1	<ul style="list-style-type: none"> • 2015 Mercedes-AMG GT S at Road Atlanta
April 16-18	Rivals Qualifier 2	<ul style="list-style-type: none"> • 2016 Dodge Viper ACR at Silverstone
April 21	Ghost Races 2	<p>Single Race Round:</p> <ul style="list-style-type: none"> • 2016 Dodge Viper ACR at Silverstone (5 laps) <p>Three Race Round:</p> <ul style="list-style-type: none"> • 2016 Dodge Viper ACR at Silverstone (5 laps) • 2017 #24 Hendrick Motorsports NAPA Super Sport at Watkins Full Alt (5 laps) • 2016 BMW M2 Coupe at Nurburgring GP (4 laps)
April 22	Sunday Heats 2	<ul style="list-style-type: none"> • 2016 Dodge Viper ACR at Silverstone (7 laps) • 2016 BMW M2 Coupe at Road Atlanta (7 laps)

		<ul style="list-style-type: none"> • 2015 Porsche #19 Porsche Team 919 Hybrid at Nurburgring GP (8 laps)
April 25	Wednesday Showdown 2	<ul style="list-style-type: none"> • 2016 Dodge Viper ACR at Silverstone (7 laps) <ul style="list-style-type: none"> • Weather Voting Options: <ul style="list-style-type: none"> • Day • Rain • At Nurburgring GP <ul style="list-style-type: none"> • Car Voting Options: <ul style="list-style-type: none"> • 2015 Porsche #19 Porsche Team 919 Hybrid (8 laps) • 2016 BMW M2 Coupe (6 laps) • 2017 #24 Hendrick Motorsports NAPA Super Sport <ul style="list-style-type: none"> • Track Voting Options: <ul style="list-style-type: none"> • Watkins Full Alt (8 laps) • Road America (7 laps)
April 26-28	Rivals Booster 2	<ul style="list-style-type: none"> • 2016 Ford #66 Ford Racing GT Le Mans at Maple Valley

2.4 Settings

All Races will be set with:

Rules:

- Environment = Dependent on Race
- Track = Dependent on Race
- Laps = Dependent on Race
- Max Drivers = Dependent on Race
- Game Type = Custom
- Track Scenario = Dependent on Race
- Car Division = Any

Advanced Rules:

- Damage Difficulty = Simulation
- Collision Mode = Dependent on Race
- Cross Play Blocked = Yes
- Number of Teams = None
- Number of Driver Buckets = None
- Car Class = Any
- Drive Type = Any
- Start Type = Standing
- Grid Ordering = Manual
- Roll Off Delay Type = Per Car
- Roll Off Delay = 0.00 S
- Quick Stops = Off
- End Condition = Number of Laps
- End of Race Timer = 02.00
- Scoring Type = Time Based
- Bigger is Better = No
- Compare Best Lap Scores = No

Overrides:

- Force Stock Upgrades and Tuning = Yes
- Force off Suggested Line = Yes
- Force off STM = Yes
- Force off TCS = Yes
- Force off Friction Assist = Yes
- Easiest Shifting Allowed = Automatic
- Easiest Braking Allowed = ABS OFF
- Forced Camera View = None
- Disable Wrong Way Indicator = No

Car Restrictions:

- Allow Upgrade = No
- Car Class = Any
- Performance Index \geq Any
- Performance Index \leq Any
- Power \geq Any
- Power \leq Any
- Curb Weight \geq Any
- Curb Weight \leq Any
- Year \geq Any
- Year \leq Any
- Model Family = Any

- Region = Any
- Country = Any
- Make = Dependent on Race
- Model = Dependent on Race
- Drive Type = Any
- Engine Placement = Any
- Engine Configuration = Any
- Cylinders = Any
- Aspiration = Any
- Power Handicap = 1.0
- Front Grip Handicap = 1.0
- Rear Grip Handicap = 1.0

2.5 World Ranking Forza Points and Global Leaderboard

The 2018 Forza Racing Championship will feature a global leaderboard with driver rankings using Forza Points. These rankings will determine which drivers are invited to offline events. Forza Points are established by adding together the points Drivers have earned by competing in online Series, offline Play-Offs and the offline World Finals.

2.5.1 Global Leaderboard Tiers

The tiers displayed on the Global Leaderboard will be represented by what position a driver is in. The breakdown of which position belongs to each tier is as follows:

- Pro - 1-24
- Semi-Pro - 25-50
- Gold - 51-400
- Silver - 401-1000
- Bronze - 1001+

2.5.2 Drivers Invited to Offline Events

Offline Event	Series 1 Play-Offs	Series 2 Play-Offs	World Finals
Number of Drivers	50	50	24

Note: 48 Drivers will participate in the Play-Offs. The extra 2 invited are reserve.

2.5.3 Online Series

During any two-week period in Series one and two, drivers earn points by competing in three types of events. A Driver's subtotal after that two-week period will be given by: Qualification Rivals + (EITHER Regional Races OR Booster Rivals, whichever points haul is higher).

2.5.3.1 Qualification Rivals

The top 1000 drivers receive points based on their individual leaderboard position at the end of each Qualification Rivals. This leaderboard position also establishes a Performance Level, which makes a difference to how easy it will be for the driver to score points throughout the next two events (Performance Levels are recalculated after each Qualification Rivals).

2.5.3.2 Regional Races

The top 24 drivers in each region receive points in three ways:

a) Race points: Taken from the Wednesday Finals for the top 12 of each region or taken from the Sunday Heats for those that drop out after the top 24.

b) Progression points: Drivers who make it to top 12 in their region will receive a buff to ensure they always score more points than those who drop out in the top 24.

c) Balance points: These are points awarded based on Driver's skill level and the skill level of the lobby they are competing in. These are governed by three rules

i) "The Balance Rule": The better a driver performs in Qualification Rivals, the less of a difference the average skill level of their lobby will make on their balance points.

ii) "The Proven Racer Rule": Drivers in the top 15 in Qualification Rivals will always receive maximum balance points.

iii) "The Hard Charger Rule": If a Driver's skill level is lower than the average skill level of their lobby, they will receive balance points as though their skill level were equal to the average skill level of their lobby.

2.5.3.3 Booster Rivals

The top 100 Drivers who are eligible to score points in Booster Rivals (i.e. Have scored more in this event than in the Regional Races) will receive points based on their leaderboard position and their skill level.

2.5.4 Offline Events

During offline events (Play-Offs one, two and World Finals) drivers will receive points that count toward their ranking in two ways:

a) Race points: Taken from the stage of the Driver's final stage in the event (i.e. The final or when they dropped out).

b) Progression points: Awarded such that drivers will never score less points than competitors who dropped out in earlier stages.

2.5.5 Race Points and Tournament Progression

Within any given tournament, drivers will progress or be knocked out based on the total number of Race Points that driver scores within a round (a set of races). For each race those points will be allocated based on adjudicated finishing position, such that:

1st = 20

2nd = 15

3rd = 12

4th = 10

5th = 8

6th = 6

7th = 5

8th = 4

9th = 3

10th = 2

11th = 1

12th = 0

2.5.6 Updates

The World Rankings will be updated after each Booster Rival but before each Qualification Rival

2.6 Teams

Teams are able to register on www.Gfinity.net for the ForzaRC 2018 season. Teams will not have any bearing on the ForzaRC competition but they will be shown on the World Rankings. To register a team, follow these simple steps:

1. Log in to www.gfinity.net
2. On the top right corner, click on the drop-down menu and select "Create a Team"
3. Fill in your Team's information and invite your drivers
4. On forzarc.gfinity.net have your drivers select the team from the drop-down menu

2.6.1 Team Scoring

Team points will be based off individual results. The top 3 scoring drivers individually each bi-week will add to the Team's points total.

2.7 Grid Order

Grid order will be determined by the following:

2.7.1 Ghost Races

Grid order for single race Ghost Races will be based off Rivals Qualifying position. For three race Ghost Races, the first race will use Rivals Qualifying position. Each remaining race will be based off previous race finishing results.

2.7.2 Sunday Heats

First race grid order for the Sunday Heats will be based on the Rivals Qualifying position. Each remaining race will be based off previous race finishing results.

2.7.3 Wednesday Showdown

First race grid order for the Wednesday showdown will be based off the results of the Sunday Heats. The second race will be based off previous race results. The third race will be reverse grid based off finishing results of race two.

2.8 Live Final Events

Rules and handbooks will be provided to all participants ahead of events they are to be attending.

2.8.1 Personal Conduct

All drivers that qualify and race during broadcasts must abide by seating instructions and are not allowed to conduct discussions about tournament decisions, confidential tournament details, or match strategy in public areas. Drivers are not to raise disputes with other drivers.

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

2.8.2 Leave Broadcasted Races

Drivers who leave the session/event during a broadcast will not be eligible for any prizes. This includes but is not limited to;

- rage-quits on one of the races.

3. Gameplay rules

3.1 Driver drops

If a Driver drops during the race, there will be no type of re-start of the session.

If a Driver drop out before the last cars reaches the first corner, the session will be restarted.

3.2 Re-host

In a re-hosted race each driver has to choose the same settings as they picked at the start of the original race.

3.3 Observers

Observers are not allowed. Exceptions to this rule are GFINITY admins and people that are explicitly allowed to observe by an admin (e.g. shoutcasters or streamer). Under no conditions is the race allowed to start with additional observers other than those decided by an admin.

3.4 Illegal Gameplay

As the ForzaRC is a serious racing championship, on track behaviour has to be in line with the sportsman-like behaviour and appropriate clean racing. Therefore, we will punish following behaviour, which may result in immediate forfeit of participation and prize for a period of 12 months. The violation of race etiquette will be at the sole determination of Turn 10 and Gfinity with a valid replay.

- **Passing** - *The responsibility for the decision to pass another car, and to do it safely, rests with the overtaking driver. The overtaken driver should be aware that he/she is being passed and must not impede the pass by "Blocking" (as defined below). A driver who does not watch his/her mirrors or who appears to be blocking another car seeking a pass may be penalized. The act of passing is initiated when the trailing car's front bumper overlaps with the lead car's rear bumper. The act of passing is complete when the trailing car's rear bumper is ahead of the lead car's front bumper. "NO PASSING" means a pass cannot even be initiated. Any overlap in a NO PASSING area is considered illegal.*
- **Avoidable Contact** - *Drivers who cause contact which could be avoided by taking due care and attention during a race will be penalized.*
- **Punting** - *The term "punting" is defined as nose to tail (or side-of-the-nose to side-of-the-tail) contact, where the leading car is significantly knocked off of the racing line. Once the trailing car has its front wheel next to the driver of the other vehicle, it is considered that the trailing car has a right to be there, and that the leading driver must leave the trailing driver enough "racing room." In most cases, "racing room" is defined as "at least three quarters of one car width." If adequate racing room is left for the trailing car, and there is incidental contact made between the cars, the contact will be considered "side-to-side."*
- **Rough Driving** - *Any driver, deemed by the Marshall displaying rough or unsportsmanlike driving may be penalized. The Marshall shall determine the course of action. If a driver is determined, by the Marshall to be at fault in a collision that sent the other car significantly off the track, he/she may be severely penalized.*
- **Blocking** - *A driver may choose to defend his/her racing line so long as it is not considered "Blocking". "Blocking" is defined as two consecutive line changes to "defend his/her line," and in doing so, impedes the vehicle that is trying to pass with each of the two consecutive movements. If, in the case of side-to-side contact, one of the two cars leaves the racing surface (involuntarily) then it may still be considered "a racing incident."*
- **Right to the Line** - *The driver in front has the right to choose any line, so long as not to be considered Blocking. The driver attempting to make a pass shall have the right to the line when their front wheel is next to the driver of the other vehicle.*
- **Race Pace** - *It is prohibited for any competitor to come to a complete stop on or beside the circuit without good reason or the intention of retiring and leaving the race. It is prohibited for any competitor to willfully drive their car at 60% or less of their usual race pace, either on or off the track during racing conditions. This is commonly referred to as "Sandbagging".*
- **Driving the Wrong Way** - *Driving the wrong way during any race will result in DQ from the event. In extreme circumstances, permission to drive 'WD' can be*

sought from the lobby host and Race Control but must be undertaken in a safe and controlled manner.

- **Two wheels** – Two Wheels must remain in between the white (sometimes yellow) lines defining the track. Curbs are NOT part of the track, so 2 wheels have to be on the tarmac at every time. This does not apply to situations in which it happens occasionally but as soon as this is your racing line or you get an advantage with doing it, it can be penalized.

3.5 Penalties

Time or alternative penalties will be given to driver who break race etiquette. These time penalties are set as 5 seconds by default but may vary based on the severity of the incident. As per any article in this rulebook, the head marshal will have the final call on the penalty given to the offender.

3.6. Live-marshalling

All broadcasted races (weekly finals and grand final) will be held with marshals/race-admins in the session

Race-marshals are allowed to penalize cuts or unsportsmanlike-behaviour/crashes during the event. Please refer to the ForzaRC Handbook for clarification on all unsportsmanlike conduct.

Such actions might lead to penalty points/seconds, drive-through-penalties or even disqualification.

3.7 Tie

In the event of a tie in a Series, the Rivals Qualifying position for the week will act as the tie breaker.

3.8 Inviting Additional Drivers

Inviting additional Drivers to the lobby is strictly prohibited and will be penalized with a minor penalty.

3.9 No Shows

If a driver fails to attend a race that they have checked-in for (or begins a Regional Race process but stops attending mid-way through), they will lose all Rank and Race Points associated with that event. Depending on severity, the administration reserves the right to issue further penalties for such No -Shows. Further, in the event of a No-Show, the administration reserves the right to fill empty grid spots at its own discretion.

4. Conduct

4.1 Consequences

If any article in the rulebook is broken a standard formal procedure will take place as punishment. The procedure is as follows.

- **Warnings** (No Penalty applied but discrepancy noted by Adjudication)
- If a driver leaves the track or cuts a corner but this is due to a driver mistake and no advantage is gained, then a warning will be applied. However, these warnings will accumulate. A **5 second penalty** will be applied as deemed necessary.

- Warnings may also be applied if the driver is deemed to have broken any rule referenced in **section 3.1.5** but these rule breaks were not deemed to have been on intentional and no advantage was gained or disadvantage was caused to other drivers.
- **Amber Strike** (5 Second Time Penalty)
- Drivers who break any rules referenced in **section 3.1.5** and gain a minor advantage or cause a minor disadvantage to another driver will be given a **5 second penalty per incident**.
- **Red Strike** (Additional 10 Second Time Penalty)
- Drivers who break any rules referenced in **section 3.1.5** and gain a major advantage or cause a major disadvantage to another driver will be given a **10 second penalty per incident**.

- **Black Strike** (Disqualification)
- Admins reserve the right to change driver's finishing positions as a penalty if deemed necessary.
- Drivers who intentionally break any rules referenced in section 3.1.5 and purposely cause themselves or any other driver a disadvantage will be disqualified for the race.
- Drivers who's conduct is deemed unacceptable will be disqualified from the race.

For example, Warnings are given but not limited to; cutting corners and crashing into an opponent. Strikes can be handed out without warning for purposely crashing into an opponent or purposely breaking race etiquette.

For the Avoidance of doubt, Warnings & Strikes can be given out both during and outside an ongoing match, for example during the adjudication process.

5. 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.

5.1 Replays

Every Driver who wants to participate in the final needs to let the game upload their fastest lap time in the rival's mode.

6. General Conditions

6.1 Indemnity

By entering, Drivers agree to abide by these Official Rules; and to release and hold harmless Microsoft Corporation, Turn 10 & Gfinity (together "Sponsors") and their respective parents, subsidiaries, affiliates, employees and agents from any and all liability or any injury, loss or damage of any kind arising from or in connection with this Tournament or any prize won.

6.2 Cancellation

If cheating, a virus, bug, catastrophic event, or any other unforeseen or unexpected event that cannot be reasonably anticipated or controlled affects the fairness and / or integrity of this Tournament, Sponsors reserve the right to cancel, change or suspend this Tournament. This right is reserved whether the event is due to human or technical error.

6.3 Publicity

By accepting a prize, Driver agrees that Sponsors may use their proper name and location of residence online and in print, or in any other media, in connection with this Tournament, without payment or compensation, except where prohibited by law.

7. Miscellaneous

The rules are open to many different interpretations. The only interpretation which matters is the interpretation of the Admin team. We reserve the right to modify the rules at any time. This includes changes due to software updates or releases, and any other change deemed necessary by the league. You must understand that the rules listed are guidelines to try and ensure fair and competitive play, and they will be applied by officials based on the spirit of the game. Teams should check the rules prior to any event to ensure they are in compliance. They should also keep an eye on the website as changes will be announced on the website. You must be familiar with the current rule set.