

# 2021 MOTORSPORTS GAMING SERIES RULES

## CONSIDERATIONS

These rules will govern the "2021 MOTORSPORTS GAMING SERIES" of the game Forza MotorSport 7 on XBOX ONE (hereinafter, the "Tournament"). These rules will seek to foster a conducive environment in which players can best develop their skills. Red Button by Diptongo (hereinafter, "The Organizer"), in its capacity as Organizer of the Competition, considers fundamentally the proper conduct of the players during the development of the tournament. This will be based mainly on respect for teammates, opponents, referees and members of the organizer crew.

## TECHNICAL DATA

Platform: XBOX ONE

Game: Forza Motorsport 7

Mode: Ranking

Age: Over 18 years old

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### 1. General structure of the competition

The tournament consists of 4 races of (1) qualifying and (3) lobby, the qualifying will be done by FORZA RIVALS. The players who record one of the best 60 times in the designated tracks and also being registered on GHOOD will qualify to the next phase.

The next phase is called (THE RACE), in which (60) qualified players will be divided into 3 different lobbies, there the players will compete and they will gain points according to their final position.

#### 1.1 General qualifiers

The call for applications will be opened to those who live in Mexico and the USA or **those who are willing to travel to Atlanta by their own means**, who have a visa for the USA, passport and all the requirements according to the destination of the prize.

These qualifying laps will be carried out according to the schedule established in date and time, following the official rules of the championship.

## 1.2 Tournament

Once all qualifying times have been established, the 60 players will be randomly divided into 3 races, which will have the same track and playing conditions. Players will have to qualify for each race to be able score points in the leaderboard of the tournament. This means that players who qualify in one race are not guaranteed to qualify in the next race. This also means that players who do not qualify in one race may try to qualify in the next race. It should be clarified that participants will have a period of time to record their best lap, players do not have a limit of tries as long as their qualifying time is recorded within the established time period.

## 1.3 Schedule

### 1.3.1 Qualification

Runners will have a specific time period in which they must set their best time to qualify for "The Race", which adds up to points. Each circuit will have a specific car which players must use on each track. In the following table are the combinations that the tournament has arranged between cars and tracks:

Qualifying Event	Tracks	Cars	Laps
2021 Motorsport Gaming Series RD1	Sebring-Full Circuit	#1 BMW Motorsport M8 GTE	10
2021 Motorsport Gaming Series RD2	Lime Rock-Full Circuit	#3 Corvette racing Corvette C7.R	10
2021 Motorsport Gaming Series RD3	Road America-Full Circuit	#66 Ford Racing GT Le Mans	10
2021 Motorsport Gaming Series RD4	Laguna Seca-Full Circuit	#92 Porsche GT Team 911 RSR	10

The qualifiers will take place in a time period established by the organizer. The following table specifies both the dates of the qualification and the time zone to be used in the tournament.

Qualifying Event	Start date and hour (time Est EEUU)	End date and hour (time Est EEUU)
2021 Motorsports Gaming Series - Rd 1	3/11/2021, Thu - 09:00 AM	3/17/2021, Wed - 06:00 PM
2021 Motorsports Gaming Series - Rd 2	7/7/2021, Wed - 09:00 AM	7/13/2021, Tue - 06:00 PM
2021 Motorsports Gaming Series - Rd 3	7/28/2021, Wed - 09:00 AM	8/3/2021, Tue - 06:00 PM
2021 Motorsports Gaming Series - Rd 4	9/1/2021, Wed - 09:00 AM	9/7/2021, Tue - 06:00 PM

The tournament consists of 4 races with 3 lobbies, where each participant may run a maximum of 1 race, each of them will be held on the following day:

- 1- RACE N° 1 : Marzo 20/2021 - [Lobby 1 – Lobby 2 – Lobby 3]
- 2- RACE N° 2 : Julio 17/2021 - [Lobby 4 – Lobby 5 – Lobby 6]
- 3- RACE N° 3 : Agosto 07/2021- [Lobby 7 – Lobby 8 – Lobby 9]
- 4- RACE N° 4 : Septiembre 11/2021 - [Lobby 10 – Lobby 11 – Lobby 12]

Each player will receive a score for participating in each race, by virtue of their position. Points are as set forth below:

POSICIÓN	PUNTAJE
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1	24
2	22
3	20
4	17
5	16
6	15
7	14
8	13
9	12
10	11
11	10
12	9

13	8
14	7
15	6
16	5
17	4
18	3
19	2
20	1

**\*Fastest lap gives 1 extra point**

The winner of the championship will be the player with the most points at the end of the 4 races. In the case of a tie of points, the tied players will be graded on their driving and the participant who has had a cleaner lap and/or participation than the others will be the winner. Remember that in order to obtain a good driving score, players must respect the circuit, stay on the track and avoid any type of collision as much as possible.

#### **1.4 General format**

This event will be played on XBOX ONE platform in FORZA MOTORSPORT 7 game.

#### **1.5 Streaming**

Each player will be able to broadcast his race and/or qualifying times, in addition to the general broadcast of each race.

### **2. Participation requirements**

#### **2.1 Player requirements**

Players must be previously registered at [www.motorgsereis.gg](http://www.motorgsereis.gg) with their real and authenticated data in order to be eligible to participate in the competition. Players who meet the requirements described in this section on an individual basis must:

- Have an XBOX ONE console, Forza MotorSport 7 game, Xbox Live Gold membership and internet connection.
- Have an ID or account of the Forza MotorSport 7 game platform.
- Accept the privacy policy, cookie policy and user agreement.
- Register a valid account in order to participate and accept the official rules before participating in the competition.
- Have the requirements according to the country where the registration was made

Players must register their active, valid and legal account on our platform and accept the terms and conditions to be eligible to participate in the tournament.

In addition, players must choose their unique nickname by which they will be identified within the platform, free of vulgarities and obscenities. It must not be identical to the ID of their preferred gaming platform.

These official rules may be updated as necessary during the competition to make them clearer, correct errors, respect changes in applicable law, or address situations that may arise after the first publication. The purpose of the updates will be to ensure that the organizer is fair to all competitors.

The organizer reserves the right to cancel, suspend and modify the competition or any part thereof, if fraud, technical failure or any other factor affects the integrity or proper running of the competition, as determined by the organizer in its sole discretion. The organizer reserves the right to disqualify any player who manipulates the operation of the competition or any direct or indirect issue that affects these rules. Any deliberate attempt to disrupt the legitimate operation of the competition could be considered a breach of criminal and civil law and if such an attempt is made, the organizer reserves the right to seek damages and other compensation (including legal fees) from the person making such an attempt, to the fullest extent permitted by law.

By participating in this competition, players must agree to abide by these rules, as well as the decisions of the competition administrators and officials.

## **2.2 Age requirements**

In order to participate in the tournament, players must be at least 18 years old at the time of registration and the minimum age required by the game's own platform to have an active account.

## **2.3 Residency requirements**

Players must guarantee with their personal data, the authenticity of the account of their country of origin, matching their identification document or permanent residence in that country. The organizer will determine the sufficiency of such documentation at any time during the competition.

Accepting the terms and conditions of the organizer at the time of creating the account declares the suitability and faith of his residence, legality and authenticity of his identification. When required, the organizer may request the player's documentation in the following ways:

- Official identification: documents such as passport, driver license, identity card or work or permanent residence visa. They must include a photograph, name and physical address in the country of registration of their account.

- Receipt: recent utility bill (electricity, cable, internet, etc.) with name and valid physical address in the country of registration.

## **2.4 Gaming disciplinary requirements**

Periodically, game rankings and data are audited for cheating and malicious behavior. Any player may be disqualified from the competition at the sole discretion of the organizer for any reason, including non-compliance with the terms of use of the platform, privacy policies, use of cookies and code of conduct, which may include but is not limited to the following cookies and code of conduct which may include among others:

- Use of cheating, hacking or any application and third parties in the games.
- Intentional disconnection from the internet in the games.
- Collusion with other players when playing games.
- Intentional repetitive matchmaking with the same opponent.

Abusive behavior and disruption of public order, including the use of aggressive, harassing, negative, persuasive, insulting, or abusive online language, or any language that involves disciplinary action, will not be tolerated. The organizer reserves the right to take any disciplinary action, including disqualification of any player, at any time during the event and at its sole discretion.

Prior to the celebration of each event, a verification check will be made to all qualified players, in order to verify that the players comply with the participation requirements.

## **3. Prizes**

**1° VIP EXPERIENCE: Petit Le Mans Octubre 6 al 9 del 2021**

**2° VIP EXPERIENCE: Petit Le Mans Octubre 6 al 9 del 2021**

**3° Premio Sorpresa**

The best two players will win an Ultimate race experiencia at Road Atlanta Petit Le Mans from October 6th to 9th of 2021. The prize consists of VIP entrance to one of the most iconic races in the history of motorsports, which will be held in 2021 from October 6th to 9th. It includes airfare, accommodations and tickets, and a pace car lap. In addition, the third place winner of the tournament will receive a surprise motorsport kit.

These prizes will be hosted and provided by the event sponsor BMW North America, who will be in charge of awarding the prizes.

Prizes are not transferable, no substitution of prizes for cash or other goods will be allowed. However, the organizer reserves the right to deliver a substitute money of approximate value if the announced prize is not available or is prohibited by local legislation.

Potential winners must complete a prize winner's declaration and disclosure at the end of the live event to claim the prize. If the potential winner fails to sign and return the declaration and disclosure, refuses the prize or is unable to accept the prize, the potential winner will forfeit the prize permanently. Payment of the prize, subject to the above rules, winners may be

required to provide a valid and verifiable shipping address. The delivery of the prize may be extended up to 3 months.

If for personal reasons any of the winners is unable to obtain the prize or to travel, the organizer will analyze each case and will determine an appropriate solution.

#### **4. Online Match Rules**

##### **4.1 Game mode**

All games must be played through the platform and game established by the organizer. The Game Master must invite all participants before the game starts.

##### **4.2 Assistance**

Players must be present 15 minutes before the match time in the game and in the official discord channel of the championship. If a player is not present after these 15 minutes, he/she will lose the game.

##### **4.3 Format of classifications**

Qualifications will be open from the established dates for all eligible players. A player will qualify to the next phase if he/she sets one of the 60 best times recorded, it should be noted that all players will have to record their time with the default settings in Forza Rivals which are presented below:

- **Suggested line: OFF**
- **Brakes: ABS OFF**
- **Steering: Normal**
- **Traction control: OFF**
- **Stability control: OFF**
- **Gear shift: Automatic**
- **Damage, fuel and tire wear : Cosmetic**

##### **4.4 Race format**

The races will consist of 20 riders who were randomly separated to make up the 3 lobbies per race. The race will be 10 laps which depending on the order of finish will determine the amount of points each player earns, it is important to remember that the player who sets the fastest lap regardless of their position will earn an extra point. Players will have to race on the previously established tracks, each track within Forza Rivals has several circuits, however, this time the competitors will have to race on the full circuit.

The game settings for the races will be exactly the same as those used for the qualifiers.

## **5. Code of Conduct.**

Unless otherwise specified, the code of conduct applies to all participants in this event. The organizer reserves the right to impose penalties or disqualify any competitor who, in its sole discretion, violates these rules.

### **5.1 General behavior of the player**

Players must behave in a reasonable way and maintain an appropriate and respectful demeanor towards spectators, members of the press, game moderators, the organizer's team and other players. These requirements involve online or face-to-face interaction, also those that are not directly monitored, social media behavior and live streaming activities. All players are expected to respect these sportsmanship standards, even when not participating in organizer activities.

Some of the prohibited conducts are:

- Violate any applicable law or regulation.
- Using additional software that damages or interferes with the competition or the computer property of others.
- Using additional software that interferes with the player's competitive advantage.
- Interfering with or disrupting the participation of other players.
- Harass, threaten, intimidate, use xenophobic language, send unwanted repetitive messages or make statements that attack the integrity of people related to their race, sex, sexual orientation, religious beliefs, among others.
- Posting, uploading, disseminating or distributing any content that the organizer considers inappropriate, abusive, hateful, harassing, defamatory, threatening, obscene, sexually explicit, vulgar, indecently offensive, illegal, or in violation of the rules or invasion of privacy. This also includes postings on social media.
- Use vulnerabilities, cheats, undocumented features, problems or design errors in the competition.
- Sell, buy, trade, exchange, transfer or offer the game account to other players, whether it is a publisher's service or an external or related in-game transaction site, unless expressly authorized by the organizer.
- Engage in any activity that alters the peaceful environment of the competition, altering the order, equity and fairness of the competition.
- Promote or encourage any of the aforementioned activities.

## **5.2 Conspiracy policy**

Collusion is defined as an agreement between 2 or more players to harm other players in the competition. This conduct is strictly forbidden. If at any stage of the competition it is determined that a player colludes or encourages this type of behavior, he/she will be ejected directly from the competition and from future events for a period of no less than 6 months. It is also possible that the account of the player involved will be reported and subject to penalties. If you have won any prizes, you will have to forfeit them according to the rules.

Some of the examples considered collusion are the following:

- Intentionally forfeiting a tournament or match for any reason, both in qualifying and live events.
- Playing on behalf of another competitor, including the use of a secondary account to assist in matches, whether online or live.
- Cheating the game in any way that is evident.
- When a player does not participate to the best of his or her ability, allowing the opponent to have an advantage in scoring.
- Agreeing to award prizes.
- Allowing a player to score fewer points than is likely to be customary in the match.

## **5.3 Event drug and alcohol policy**

The consumption of alcohol and drugs is not permitted by the organizer. Players must refrain from participating in events under the influence of these substances. Inciting the use of these substances, directly or indirectly, is cause for penalty of the event.

## **5.4 Penalties**

Violation of any of these regulations will result, according to the organizer, in penalties or forfeiture of matches and/or competition. The organizer reserves the right to penalize any player in the competition at any level, at any time and for any reason. Penalties may include, in no particular order, subject to:

- Warning
- Last warning
- Loss of game victory
- Loss of victory from all games
- Loss of prizes
- Loss of leaderboard points
- Expulsion from the tournament
- Suspension for next events by the organizer
- Permanent ban of all organizer events.

The organizer has the right to freely express and disclose the penalties imposed on the players, in turn, the players waive any right to take legal action against the organizer or any of its affiliated companies, sponsors or contributors.

## **6. Refereeing and Game Master**

### **6.1 Game Master Authority**

The match will be controlled by the Game Master, who will have full authority to enforce the rules outlined in this document.

### **6.2 Referee decisions**

Decisions will be made by the best judgment of the Game Master of the match, according to the rules of the match and the game. The rules of the organizer and the spirit of the game will be based on the opinion of the Game Master, who has the discretion to make appropriate decisions within the framework of the established rules.

The application of penalties will be executed by the Game Master in charge, for minor actions during the development of the race the players will receive a penalty of 5 seconds in their final time. On the other hand, if the player commits a serious foul during the race, a penalty of 10 seconds will be given to the player in his final time. The penalties that the players commit will be interpreted by a Game Master who will define the punishment that will be applied to the players.

The game master's decisions on game related facts such as, remake, game restart or not restart, match results, are final.

The game master may not alter a decision if he realizes that it was incorrect once the game has been resumed or the game has ended.

### **6.3 Disciplinary measures**

The game master will take disciplinary measures against players who commit infractions worthy of a warning or expulsion.

The game master will have the authority to take disciplinary action from the time he/she starts a game to make the pre-match inspection until he/she leaves the game after the end of the game, including breaks and rest periods in between. If a player has committed an infraction before the start of a match, the game master may proceed to sanction, penalize or expel the player from the match. The game master will make a report on any type of misconduct.

## **7. Commitments**

Participants agree to comply with these rules at the time of registration and participation in this competition.

Players accept all the terms and conditions published and duly notified to all participants before the start of the event, where players respect and accept all the information and rules of the tournament.

## **8. General terms and disclaimer**

By participating in this competition, each player agrees to:

EVALUATE to the fullest extent permitted by law, assume all liability for any damages suffered by the player, including personal injury and property damage, actually or allegedly caused by his or her participation in any phase of the competition or by his or her acceptance, possession or use of any prize.

Jurisdiction is governed by the laws of Colombia and all claims must be resolved in each country.

### **8.1 Personal information**

By participating in this organizer's event, players agree that we, affiliates, allies, partners and Sponsors process personal information such as name, address, game ID on each platform, email, competition results, country of representation and country of residence, in accordance with the organizer's privacy policy and guidelines.

Personal information will be used for the following purposes:

- Organize, develop and supervise the execution of the competition and/or tournament, its prize, including in the case of winning the championship, the publication of your name and country of residence online or any other means where necessary.
- Any additional processing that the player agrees to, such as sharing information with third parties, including travel booking, competition reviews, platform and title features used by the organizer.
- Be part of our database, which may be used for data management purposes, future registrations, mass mailing, messaging and other activities that may be of interest to the player.

Personal information is processed in any country where we have a presence and are required to handle it, including affiliates and associates of the organizer. By entering this competition, you agree that your information may be transferred to recipients in the United States and other countries that may not offer the same level of privacy protection as the laws in the country in which you reside or of which you are a citizen.

## **8.2 Publication of the winner's information**

The organizer will publish online the names of the confirmed winners between one day and up to two weeks after each event on our website [www.motorgseries.gg](http://www.motorgseries.gg), its social networks and digital spaces where appropriate owned by us or our affiliates and allies.

By accepting a prize, the player grants the organizer the right to use his personal information and image and all other data provided by the player, without receiving his consent or offering compensation to the player, for promotional or marketing purposes.

- personal information: full name, country of residence, age, platform, game user, position in the leaderboards and ranking.
- Information as a fan of different games, all those that the organizer performs activities.
- Social media information: Twitch user, Youtube, Facebook Fanpage, Instagram, among others.
- Photo: players must send photos in the passport version following the required guidelines.
- Other information for tournament administration only: clothing size, dietary restrictions, cell phone number, WhatsApp contact, location among others.

## **8.3 Commercial rights**

- All commercial rights (including media, social media, marketing, print) related to the competition belong to the organizer and its partners for the development of this event.
- Players shall not associate with the event or event affiliates in a commercial manner or use intellectual property rights. There must be a previously accepted and signed release.
- Any player or player's sponsor wishing to participate in promotional or marketing activities related to the competition, including any space holding the same, will need written consent from the organizer and the affiliate it involves, reserving the right to be granted or not.
- It is strictly forbidden to record and disseminate images that compromise the competition for commercial purposes, whether by a player, persons related to the player, press or infiltrated external commercial agents, except in cases where the organizer expressly authorizes it.

## **ACCEPTANCE AND APPROVAL**

The pre-registration of a participant to this tournament implies the acceptance and approval of these regulations, as well as the terms and conditions of the tournament.

The spirit of these rules is to facilitate the normal development of the tournament trying to avoid any kind of anomalies that may affect its development. That is why, the registration to the tournament implies the total acceptance of the present rules. For this reason, the rules are presumed to be known by all and no one may claim ignorance of them under any circumstances. The organization reserves the right to modify in whole or in part the rules and the development of the tournament whenever it deems necessary for the normal development of the same. Likewise, it is established that the communications issued by the organization will be part of these rules. The same acceptance to the present rules implies the obligation of the participants to collaborate with the marketing and publicity elements required by the organization. The organization appreciates the understanding of the present and wishes the participants to obtain their best performance throughout the tournament, being at their disposal for any questions that may arise.