

Global Rally Championship

Rulebook

Version: 1.4

Date: 05.11.2025

Organized by: DYNMC Motorsport

Recent amendments to the regulations are highlighted in red for your convenience.

1. Introduction

Welcome to the Global Rally Championship (GRC), organized by DYNMC Motorsport. This document outlines the rules and regulations governing the championship, ensuring fair competition and a positive experience for all participants. All participants are expected to read and understand these rules.

2. Game and Platform

- I. The competition will be held in the game “EA Sports WRC” developed by “Codemasters”.
- II. The following platforms are allowed in the championship:
PC, XBox, Playstation.

3. Eligibility Requirements

- I. **Age Requirement:** Due to the nature of having a prize pool participants must be at least 18 years of age to compete in the Global Rally Championship. Proof of age may be required during the registration process.
If you are below 18 years old and still want to participate, your participation needs to be reviewed and approved by an administrator. Please contact grc@dynmc-ms.de for further information.

4. Championship Format

- I. The championship will consist of 8 rounds held over the duration of approximately 4 months. The Top 16 drivers after these rounds will compete in a final event to determine the overall standings.
- II. Each round will span three days and include up to four stages. Only one stage will exceed 10km in length and there will be one Service Park per round.
- III. **Timing of Rounds:**
 - i. Each round will commence on **Monday at 00:00 MEZ** and conclude on **Monday at 00:00 MEZ** (a total duration of **seven** days).
 - ii. The stages for the specific round will be announced at the same time the event starts.
 - iii. A one-week break will be observed between consecutive rounds to allow for preparation and rest.
- IV. **Scoring System:** Points will be awarded based on finishing positions in each round. The detailed points allocation is provided in the [Point Allocation](#) document. Further information can be found in **3.VI.ii. - Multiple Attempts**.
- V. **Stage Selection:** Stages for each round will be chosen to offer variety and challenge, considering factors such as weather, difficulty, and length. The selected stages will be announced at the start of the week in which each round takes place, via official communication channels, including DYNMC Motorsports' social media pages and the GRC Website.
- VI. **Final Event Format:**
 - i. The final event will consist of 6 stages randomly selected from a pool of 12 diverse and challenging stages. The selection will be live-streamed two days prior to the event.
 - ii. Short breaks will be scheduled between stages to allow for bathroom breaks, discussions or judgements by Race Control.
 - iii. The driver with the lowest overall cumulative time across all stages in the final event will be crowned the GRC champion. Ties will be broken based on the fastest individual stage time in the final event.
 - iv. The final event will be live streamed and commentated in English on the [Twitch](#) Account of "DYNMC Motorsport".
- VII. **Registration and Participation:**
 - i. **Registration:** Drivers must register for the championship on the official DYNMC Motorsport website, providing their Racenet name, e-mail address, Discord username, age, nationality and social media handles (if applicable).
Racenet Clubs: Upon registration, drivers will be provided with instructions on how to join the three designated Racenet clubs for the championship.
 - ii. **Multiple Attempts:** Each driver will have three attempts at each rally, one in each of the designated Racenet clubs. Only the best overall

result across the three attempts will count towards the championship standings.

- iii. **Car Consistency:** Drivers must use the same car (manufacturer and model) for all three attempts at a given round. Failure to do so will result in an automatic 1-minute time penalty added to the overall time of each attempt.

VIII. Event Schedule:

- i. The event schedule will be the following:
 - 1. **Secto Rally Finland:** 15th December 2025 - 21st December 2025
 - 2. **Forum8 Rally Japan:** 05th January 2026 - 11th January 2026
 - 3. **Orlen 80th Rally Poland:** 19th January - 25th January
 - 4. **EKO Acropolis Rally Greece:** 2nd February - 8th February
 - 5. **Rally Scandia:** 16th February - 22nd February
 - 6. **Tet Rally Latvia:** 2nd March - 8th March
 - 7. **Fanatec Rally Oceania:** 16th March - 22nd March
 - 8. **Central Europe Rally:** 30th March - 05th April
 - 9. **Grand Final:** 2nd May

IX. Further Event Details:

- i. **Season:** All Events will be driven in the **Spring**
- ii. **Track Degradation:** The detailed track degradation for each event will be published in the pre-rally notes for each event
- iii. **Damage-Difficulty:** The **normal** damage difficulty will be used throughout the championship
- iv. **Driving Assists:** The usage of driving assists is allowed

5. Car Regulations

- I. **Eligible Cars:** The championship will be held exclusively using cars from the WRC 24 category. The use of WRC 23 cars is strictly prohibited and will result in disqualification **of that given run**.
- II. **Car Selection:** Drivers have the flexibility to choose a different car for each round within the allowed WRC 24 category.
- III. **Tuning:** Tuning of the cars is permitted within the parameters allowed by the game.

6. Cutting Rules

- I. **General Rule:** The in-game cutting system will be the primary method for policing cuts. If the game does not register an action as a cut, it will be considered legal.

- II. Exception:** An exception to the in-game system is when a driver bypasses a solid, immovable object on the other side of the object from the intended road. Examples include rocks, trees, signs, and poles. This rule also encompasses “flying” or driving around or over such objects.
- III. Pre-Rally Notes:** Race officials may issue pre-rally notes to highlight specific areas or actions that are considered illegal cuts, even if not detected by the in-game system. It is expected from **all drivers** to read these pre-rally notes carefully. Failure to follow procedures noted in the pre-rally notes will result in penalties.
- IV. Reporting Violations:** Drivers can anonymously report suspected cutting violations or other violations using a designated form that can be found on the details page of the given event.
- V. Penalties:** If a driver is found to have violated cutting rules, they will be penalized based on the estimated time gained from the illegal shortcut.
- VI. Intentionally Cutting:** Intentionally cutting will result in harsher penalties, potentially culminating in disqualification of the given round. Such behavior is strictly prohibited and will not be tolerated.

7. Penalties

- I. Time Penalties:** Time penalties will be automatically applied after an incident has been judged by the stewards. Any in-game penalties, such as for false starts, exceeding the service time limits, will automatically be applied by the in-game penalty system and added to the overall time.
- II. Disqualification:** A driver can be disqualified from any round or from the whole championship if he is found guilty of heavy misconduct such as
 - A. Cheating or any other forms of tampering with the game
 - B. Intentionally Cutting multiple times
 - C. Intentionally Breaking rules noted in the pre-rally notes
 - D. Unsportsmanlike Conduct against other competitors or everything related to the championship and championship organisers. This includes comments on Social Media, in Discord, ...
- III. Appealing a Penalty:** Any penalty which is **not** given by the in-game penalty system can be appealed. To appeal a penalty write an email to grc@dynmc-ms.de and provide the stewards with the Protest-ID and all evidence necessary to appeal the given penalty.

8. Cheating and Exploits

- II. Zero Tolerance Policy:** Any form of cheating, exploiting game bugs, or using unauthorized third-party software is strictly prohibited and will result in immediate disqualification from the championship.
- III. Examples of Cheating:** The following actions are considered cheating and will result in disqualification:
- i. **Use of Unauthorized Third-Party Software:** This includes, but is not limited to:
 - i. **Cheats/Hacks:** Any software or tools that modify the game's code or memory to provide an unfair advantage (e.g. unlimited boost, increased grip).
 - ii. **Macro Scripts/Automated Input:** Using scripts or programs to automate in game actions, such as perfect gear changes, perfect starts, steering inputs, or other repetitive tasks.
 - iii. **Modification/Hacks:** Any unauthorized modification of game files or data that alters gameplay mechanics or provides an unfair advantage.
 - ii. **Exploiting Game Bugs/Glitches:** Intentionally using known or discovered bugs or glitches in the game to gain an unfair advantage. Examples include:
 - i. **Wall Clipping/Phase Glitching:** Driving through solid objects or bypassing track boundaries by exploiting game physics or collision detection errors.
 - ii. **Time Manipulation:** Altering save files or using external tools to manipulate stage times or other game data.
 - iii. **Unintended Physics Exploits:** Discovering and exploiting unintended physics interactions that provide an unfair advantage (e.g. gaining excessive speed or traction).
 - iii. **Account Sharing/Boosting:** Allowing another person to play on your account to improve your standings or intentionally losing to benefit another participant.
 - iv. **Match Fixing/Collusion:** Agreeing with other participants to predetermine outcomes or manipulate results for mutual benefit.
 - v. **Circumventing Anti-Cheat Measures:** Any attempt to bypass or disable the game's anti-cheat systems or other security measures.
- IV. Investigation and Evidence:** The organizers reserve the right to investigate any suspected instances of cheating or exploitation. Evidence used in investigations may include, but is not limited to:
- i. **Racenet Ghost Data:** Examining telemetry data for inconsistencies or unusual patterns.
 - ii. **Replays/Video Recordings:** Reviewing in game replays or video recordings provided by participants or spectators.

- iii. **Screenshots/Log Files:** Analyzing screenshots or game log files for evidence of cheating.
- iv. **Participant Reports:** Investigating reports of suspicious behavior from other participants.

9. Reporting and Protests

- I. Reporting Infringements:** Participants can report suspected rule violations by providing clear evidence (e.g. video recordings, screenshots, racenet data) to the championship organizers within 48 hours after the event has concluded.
- II. Protest Procedure:**
 - i. **Initiation:** Any participant who wishes to protest a decision or action must do so by submitting a formal protest to the Championship Organizers.
 - ii. **Form Submission:** The protest must be submitted in writing using the designated form that can be found in the event details page of a given event. The form must be completed in full and include the following information:
 - i. **Stage:** Specify the exact stage to which the protest pertains.
 - ii. **Reported Driver:** Identify the driver alleged to have violated regulations.
 - iii. **Description:** Provide a comprehensive account of the incident.
 - iv. **Evidence Links:** Include all pertinent evidence to facilitate the stewards' adjudication of the protest. Comprehensive information is highly recommended.
 - iii. **Timeframe:** The protest must be submitted within 48 hours after the event has concluded.
 - iv. **Review:** The championship organizers will review the protest and all submitted evidence. They may also gather additional information or consult with relevant parties as needed.
 - v. **Decision:** The championship organizers will issue a written decision on the protest which will be published on the Organizers Website. The decision will be final and binding on all parties.
- III. Decision Process:** The championship organizers will review all reports and protests and make a final decision. Their decision is binding.

10. Prize Money

The prize money pool for the championship will be distributed among the Top 3 finishers of the final round as follows:

- **1st Place:** 50% of the prize pool
 - **2nd Place:** 30% of the prize pool
 - **3rd Place:** 20% of the prize pool
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- I. Eligibility for Prize Money:** To be eligible for prize money, drivers must comply with all championship rules and regulations.
 - II. Payment of Prize Money:** The prize money will be paid out in Euros (€) via bank transfer or other agreed-upon method within a reasonable timeframe after the conclusion of the championship.
 - III. Donations and Prize Pool:** The prize pool may be supplemented by donations from sponsors, partners, and the community. All donations received will be added to the prize pool, increasing the total amount available for distribution to the top finishers.
 - IV. Donation Platform:** A dedicated donation platform will be set up to facilitate contributions to the prize pool. All donations will be used exclusively for prize money and will be distributed according to the percentages outlined above.

11. Amendments and Interpretations

- I. Right to Amend:** DYNMC Motorsport reserves the absolute right to modify, amend, update, or otherwise change these rules and regulations at any time, with or without prior notice. This includes, but is not limited to, adjustments to race formats, scoring systems, car regulations, penalties, and any other aspects of the championship.
- II. Reason for Amendments:** Amendments may be made for various reasons, including but not limited to:
 - i. **Addressing Exploits/Bugs:** To address newly discovered exploits, bugs, or glitches in the game.
 - ii. **Adapting to Game Updates:** To accommodate changes introduced by game updates, patches, or DLC.
 - iii. **Unforeseen Circumstances:** To address any unforeseen circumstances or issues that may arise during the championship.
- III. Notification of Amendments:** DYNMC Motorsport will make reasonable efforts to notify participants of any rule changes as soon as practically possible. Notification methods may include, but are not limited to:

- i. **Official Announcements:** Posting announcements on the official championship website, or other designated communication channels such as social media platforms.
 - ii. **Direct Communication:** Sending emails or direct messages to registered and affected participants.
- IV. **Effective Date of Amendments:** Unless otherwise specified, all amendments will be effective immediately upon publication or notification.
- V. **Interpretation of Rules:** DYNMC Motorsport holds the sole authority to interpret these rules and regulations. In cases of ambiguity or dispute, the interpretation provided by DYNMC Motorsport will be final and binding.
- VI. **Participant Responsibility:** It is the responsibility of each participant to stay informed about any rule changes or updates. Failure to be aware of amended rules does not excuse any violations.
- VII. **No Right to Appeal Amendments:** Participants acknowledge and agree that they have no right to appeal or challenge any amendments made by DYNMC Motorsport.
- VIII. **Severability:** If any provision of these rules is held to be invalid or unenforceable, the remaining provisions shall remain in full force and effect. The invalid or unenforceable provision shall be replaced by a valid and enforceable provision that closely achieves the original intent.
- IX. **Compliance with Laws and Regulations:** Participants are responsible for complying with all applicable laws and regulations, including German laws, in connection with their participation in the championship. Any violation of applicable laws may result in disqualification and/or legal action.

12. Contact Information

For any inquiries or concerns regarding the Global Rally Championship, please contact DYNMC Motorsport via:

- **Website:** <https://dynmc-ms.de/>
- **E-Mail:** grc@dynmc-ms.de