

THE CODIES LEAGUE CHAMPIONSHIP RULES AND REGULATIONS

The following F1 2013 game/lobby/race settings shall be applied to the five (5) Codies League Championship races.

- **Race Settings**
 - Participation Level: Short Weekend – Short Qualifying
 - Race Distance: 50%
 - Safety Car: Off
 - Weather: Dynamic

- **Simulation Settings**
 - Rules and Flags: Reduced
 - Park Ferme: On
 - Car Damage Simulation: Full
 - Car Performance: Equal
 - Collisions: Full

- **Assist Restrictions**
 - Braking Assist - Banned
 - ABS - Banned
 - Traction Control - Banned
 - Dynamic Racing Line - Allowed
 - Gearbox - Allowed
 - Pit Assist – Allowed

- Each league will be assigned a car/team at random before the first race of the Codies League Championship. The selected car/team should be used by the league throughout the Codies League Championship.
- Each league will be represented by two of their members each race. Leagues may swap members at any time.
- 1-2 Codemasters staff will spectate each race to ensure these rules and regulations are being followed. Those that break the rules and regulations may face potential disqualification and/or point reductions.
- If a player disconnects during a qualifying session they are permitted to re-join the lobby before the race starts. Failure to re-join will result in a DNF.
- If a player disconnects during a race session they will receive a DNF.
- Participants must race *fairly and cleanly at all times*. Failure to do so may result in league disqualification and/or a league penalty at the discretion of Codemasters.
- If a player intentionally causes a collision they will instantly be disqualified from the Championship. Following this: if a player from the same league intentionally causes a collision after the previous incident the league will also be disqualified the Codies League Championship.
- If a player is responsible for causing a race collision/incident they must allow the other player(s) involved to return to their original position.
- The top ten finishers in each Grand Prix scores points towards the league standings, according to the following scale:
 - 1st : 25 points
 - 2nd : 18 points
 - 3rd : 15 points
 - 4th : 12 points
 - 5th : 10 points

- 6th : 8 points
- 7th : 6 points
- 8th : 4 points
- 9th : 2 points
- 10th : 1 point

THE CODIES LEAGUE CHAMPIONSHIP TERMS & CONDITIONS

The Codies League Championship (the "Championship") will consist of five F1 2013 multiplayer races participated by 14-35 driver entrants and 6 league admin entrants. Points earned within each race will be transferred into a League Table: Points earned by a driver will transfer into the League table and be awarded to the league the driver is racing for. Each entrant unconditionally accepts and agrees to comply with and abide by these Championship Rules (the "Championship Rules") and the decisions of the Sponsor, Codemasters, Stoneythorpe, Southam, Warwickshire, UK, CV47 2DL, which shall be final and binding in all respects.

ELIGIBILITY: Subject to the following, the Championship is open to all league admins that have reached 18 and older in the jurisdiction in which they reside before the start of the Championship. Employees, officers, directors and agents of Codemasters and their advertising, media buying and promotional agencies, assigns, parents, affiliated and subsidiary entities and the immediate family (spouse, parent, sibling, child) or members of their same households (whether related or not) of such employees, officers, directors and agents are not eligible to participate in the Championship. Codemasters shall have the right at any time to require proof of identity, date of birth and/or eligibility to participate in the Championship. Failure to provide such proof if requested shall result in disqualification. The Championship is subject to all applicable federal, state, provincial, and local laws and regulations.

HOW TO REGISTER AND PARTICIPATE IN THE CHAMPIONSHIP: Individuals who choose to enter the Championship ("Entrants") may do so by applying via the Codies League Championship blog post form. Successful applicants will be contacted within two weeks of the Codies League Championship blog post going live.

RESTRICTIONS: A prize is non-transferable, and must be accepted as awarded, without substitutions. In the event that a prize, or any portion thereof, cannot be awarded as described in these Championship Rules, Codemasters reserves the right to substitute a prize of equivalent or greater retail value. Prizes will be distributed to the winner within one (1) month of verification by Codemasters. Unclaimed prizes will not be awarded. Limit one (1) prize per person/household.

Winner shall be solely responsible for all federal, state, provincial and/or local taxes, and the reporting consequences thereof, and for any other fees or costs associated with the applicable prize.

WINNER NOTIFICATION: The winning league will be notified by email within thirty (30) days of the Championship finishing. The potential winner must acknowledge their acceptance of the prize within thirty (30) days of being contacted otherwise an alternate winner may be drawn from the remaining entries. If Codemasters is unable to contact the potential winner or if the potential winner fails to comply with any of the eligibility requirements then the league which finished a place below the winner will be awarded the prize. In the event of any dispute concerning the operation of any element of the Championship or these Official Giveaway Rules, the decision of Codemasters will be final. Prizes will be awarded to the league administrator.

PUBLICITY RELEASE: By participating in the Championship, each Entrant: (i) Codemasters, (collectively, the "Releasees") the right to use his/her name, email address, mailing address, telephone number and other personal information, if any, provided to Releasees ("Personal Information") for the purpose of administering the Championship, including but not limited to contacting and announcing the winners; and (ii) who is a winner grants to Releasees.

LIMITATION OF LIABILITY: By entering this Championship, each Entrant acknowledges compliance with, and agrees to be bound by, these Official Championship Rules. Entrants release and hold harmless the Releasees from and against any and all manner of action, causes of action, suits, debts,

covenants, contracts, claims and demands, including legal fees and expenses, whatsoever, including but not limited to, claims based on negligence, breach of contract and fundamental breach and liability for physical injury, death, or property damage which the Entrants or his/her administrators, heirs, successors or assigns might have or could have, by reason of or arising out of the Entrant's participation in the Championship and/or in connection with the acceptance, use and/or misuse by the Entrant of the prize.

Neither Codemasters, nor its parent, affiliated and subsidiary companies, directors, officers and employees (for the purposes of this paragraph, collectively, the "Championship Administrators") shall be responsible for or bear any liability for: (i) late-received, lost, unintelligible/illegible, incomplete, or misdirected registrations, entries or Game scores; (ii) entries or game plays which fail to comply with the Official Championship Rules; (iii) any technical or human error that may occur in the administration of the Championship, including any problems or technical malfunction of any computer on-line systems, servers, access providers, computer equipment, software, failure of any e-mail or entry to be received on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, all of which may affect an Entrant's ability to participate in the Championship, or the ability of Codemasters to receive and/or record an Entrant's Game score; and (iv) any unauthorized human and/or mechanical intervention in any part of the entry process or the Championship.

As a condition of participating in this Championship, Entrant agrees that (1) under no circumstances will Entrant be permitted to obtain awards for, and Entrant hereby waives all rights to claim, punitive, incidental, consequential, or any other damages, (2) all causes of action arising out of or connected with this Championship, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and (3) any and all claims, judgments, and awards shall be limited to actual out-of-pocket costs incurred, but shall in no event include attorneys' fees.

Any attempt to deliberately undermine the legitimate operation of this Championship is a violation of the Official Championship Rules and should such an attempt be made, Codemasters reserve the right to seek remedies and damages to the fullest extent permitted by law. Entrants agree to abide by the Championship Rules.

Codemasters reserves the right, in its sole discretion, to disqualify any individual who tampers with the entry process and/or void any games submitted fraudulently. Should multiple users of the same e-mail account enter the Championship and a dispute thereafter arise regarding the identity of the entrant, the authorized account holder of said e-mail account at the time of entry will be considered the entrant. "Authorized account holder" is defined as the natural person who is assigned an e-mail address by an Internet access provider, on-line service provider or other organization which is responsible for assigning e-mail addresses or the domain associated with the submitted e-mail address. If, for any reason, the Championship is affected by any computer virus, worm, bug, tampering, hacking, unauthorized intervention, fraud, technical failure or other cause which, in the sole opinion of Sponsor, corrupts or otherwise affects the administration, security, fairness, integrity or proper conduct of this Championship, Sponsor may, in its sole discretion, cancel, terminate, modify, or suspend the Championship, and determine winners from game play already received or as otherwise deemed fair and equitable by Sponsor. Automatic game play is prohibited, and any use of automated devices will cause disqualification.

CHOICE OF LAW: The Championship is subject to all applicable federal, state, provincial and local laws. All issues and questions concerning the construction, validity, interpretation and enforceability of the Official Championship Rules or the rights and obligations as between the Entrant and Codemasters in connection with the Championship shall be governed by and construed in accordance with the laws of the State of New York. By entering, entrants consent to the jurisdiction and venue of the federal, state and local courts located in the state of New York.

WINNERS LIST: To obtain a copy of the winners list, send a self-addressed stamped envelope to Lower Farm, Stoneythorpe, Southam, Warwickshire, CV47 2DL.

SPONSOR: Codemasters, Codemasters, Stoneythorpe, Southam, Warwickshire, UK, CV47 2DL

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