



Rules of the Game

1. Team Registration and Team Selection

You can register as many teams as you like. Each team costs \$ 10, has a individual team name and can be part of one group.

Make sure you register and pay for your team before the deadline of each race. You find the deadline on top of the Home Page. (www.dirsportif.com)

The order of riders

Order your riders from 1 - 10 according to how you think they will perform in the game. Put the rider you think will score the most points as Nr.1. This order becomes relevant if there is a tie break between teams to determine the winner. (Details further below under tie-break)

The substitution of riders that don't start the race

If a team is submitted and riders of this team pull out before the start these riders will be substituted by the riders from your substitute list. They will be replaced in a "top-down" order. The highest ranked non-starting rider gets replaced by the highest ranked substitute and so on.

If you don't supply substitute riders your team will start with less then 10 riders. If more than three riders of your team pull out before the start please email us with more replacement riders within the first day of competition. If you miss that your team will start will have less than two substitutes for the race and that could be a disadvantage later if you want to replace rides during the race (see below).

New: The substitution of riders during the race

In past games some players had bad luck and some of their riders crashed out of the race or completely under performed and they lost hope and interest in the game. To avoid this we changed the rules to allow two replacements of riders during the race. This will also open up new tactical options for the smart player.

The following conditions apply:

1. First replacement during the first rest day.
2. Second replacement during the second rest day.
3. You have to email us the two names (who replaces whom)
4. The replacement rider can only be taken from your substitutes list.
5. You can replace any rider on your team - no matter if the rider is still in the real race or not.
6. Each replacement will cost you 50 points of your total.
7. Your team loses all the points earned so far by the rider that is replaced
8. The new rider in will automatically come in with all the points this rider has earned so far in the competition. Example: On the first rest day you take Zabel off your team and Zabel had one stage win and one day in the points leader jersey (110 Points). Your team will lose these 110 points plus 50 points for the substitution = Total of -160 points. You replace Zabel with Richeze, who is on your substitute list (ranking does not matter). Richeze won stage two and three and has earned 200 points so far. You will earn these points for your team straight away and all the future points Richeze will earn.
9. The replaced rider does not go on the substitute list - he is out of the game. Example: If you move Zabel out on the first rest day you can't put him back into the team on the 2nd rest day.
10. You don't have to replace. If you do nothing your team stays the same.

2. Scoring Points and winning

After you registered, your team will automatically take part in all the stages of a stage race. The results will be published daily on the web-page. The team can score points in five different categories:

- 2.1. Daily Stages
- 2.2. Points for wearing either the GC leaders, KOM or Points Jersey
- 2.3. General Classification (GC), King of the Mountain (KOM) and Sprint Competition final rankings

2.1 Daily Stages

Every rider of your team that places in the first 15 of a stage will earn between 100 and 1 point for your team. See table further down for details.

Example: Stage one. You riders placing are: 1, 4, 10, 15.
 Stage Points: 125

The theoretical maximum points you can earn on a stage is 224 points if all ten rider of your team place 1 to 10. The theoretical maximum for a stage race with 20 stages would be $20 \times 224 = 4480$ points. Note: A prologue counts as a stage. Team Time Trials are not counted in this competition and are ignored.

The points for daily stages are earned for good - they stay with the team even if a rider that earned some of them leaves the actual race later. However, if this rider is substituted by you during the rest days your team will loose his points (see substitution rules above)

2.2 Wearing a Jersey

If riders of your team wear one of the four jerseys (GC, KOM, Sprint, White) at the end of the day your team earns the following points on top of the stage points:

GC Leader jersey:	20
Points leader jersey:	10
KOM leader jersey:	10
Young rider (white)	5

The theoretical maximum for a stage race with 20 stages would be:

GC Jersey:	420 (21x20)
Points:	210 (21x10)
KOM:	210 (21x10)
White:	105 (21x5)

One rider can only earn points for one jersey at a time even if he leads more than one jersey classification e.g if a rider leads the GC classification and the KOM classification he only earns 20 points for GC and the 2nd placed rider in the KOM classification will wear the KOM jersey and earns 5 KOM points.

2.3 General Classification (GC), King of the Mountain (KOM) and Sprint Jersey Rankings GC Ranking

The following points are awarded for riders placing in the first 15 of the GC, KOM, and Sprint Competition at the end of the race and the daily stages every day:

Placing	GC	KOM	Sprint	White	Stage
1	600	300	300	200	100
2	400	200	200	150	40
3	350	175	175	100	35
4	240	120	120	75	18
5	220	110	110	50	16
6	200	100	100	40	14
7	180	90	90	30	12
8	160	80	80	20	10
9	140	70	70	10	8
10	120	60	60	5	6
11	100	50	50		5
12	80	40	40		4
13	60	30	30		3
14	40	20	20		2
15	20	10	10		1

The points for GC, KOM and Sprint will be finally awarded at the end of the race but shown every day on the results list (virtual leader points). In other words, GC, KOM and Sprint Points fluctuate up and down from day to day for each rider. More importantly, these points will be lost for your team as soon one of your riders that has a top 15 position leaves the race.

Table: Maximum Points a team can theoretically earn in a 21 stage race. This is calculated by assuming a team covers place 1 to 15 in all categories. So its only theoret4480/20 ical. This gives you an idea what sort of riders you need. Realistic winning points for a team are around the 5000 points mark.

	GC	KOM	Sprint	White	Stage	4xJersey	Total
Maximum	2910	1455	1455	680	4704	945	12149
%	24%	12%	12%	6%	38%	8%	100%

One Day Races

A one-day-race is treated like a stage in a stage race and they same points apply e.g. 1. 100, 2. 40, 3. 35 down to 1 Point for 15th. The team with the most total points for all his rider accumulated will win. For Tie-Breaks see below.

The Winner

Winner is the team with the most accumulated points at the end of the race.

Tie Break

If more than one team ties for a place the winner will be worked out according to the order they have submitted their riders. The first rider in the order of each team gets compared with the best rider list in the game. If two or more teams have the same rider as No.1 then No.2 gets compared and so on.

Example: Team A's team order is 1. Menchov, 2. Valverde 3. Evans
Team B's team order is 1. Menchov, 2. Contador, 3. Leipheimer and they tie in points after the race. In the game, the best riders were 1. Kloeden 2. Bettini 3. Menchov 4. Sastre 5. Leipheimer 6. Valverde 7. Contador

Team A wins the tie-break. Both teams have 1. Menchov so we look at the 2nd rider. Team A's 2. Valverde places higher than team B's 2. Contador in the best rider list. It doesn't help Team B that Leipheimer

places higher than Valverde because he was only number three on his list.

Payments

The web-page will guide you with paying the fees. After you registered your team the payment page will come up. You can also pay later by choosing the "Pay" Menu point,

Important: Use the same name with your payments as you use when registering the team so we can allocate the payments to the right team.

Prices

They are announced on the Web-Page and differ for each game. We do our best to provide you with the price stated but sometimes we have to use a different prize e.g. if you win a jersey we can only buy the jersey after we know your size. In that time gap the right size might not be available anymore. This is out of our control. In this case we will find a prize equal in value. You can't get your prizes in cash.

We also don't know how many players and groups will play each game so we can't purchase prizes beforehand. Hence the promised prize might not be available anymore. Again, we will replace it with a prize of similar value.

How do I get my prize?

We will contact you by email to obtain your posting address and send you the prizes. Please allow some time.

We hope you enjoy our game. Any feedback is welcome. Don't hesitate to email us if you need to clarify the rules. Please use the email link on the web-page. Thank you for playing Directeur Sportif.