

### **Summary of Changes to Cycling Esports Ruleset from v1.0.6 to v1.0.7**

1. Clarified minimum age for event and event series participation.
2. Smart trainers/smart bikes must have manufacturer claim of power accuracy of at least +/- 2%.
3. Equipment and techniques not permitted or effective in IRL cycling sport are prohibited.
4. Rules applicable in IRL events of a particular format shall be applicable to Zwift Cycling Esports version of that event format.
5. Revised performance verification process.
6. Pre-race test data must be submitted at least 14 days before the applicable event.
7. Updated pre-race test course instructions.

### **Summary of Changes to Cycling Esports Ruleset from v1.0.5 to v1.0.6**

1. Acknowledgement that data may be shared to third parties for broadcast purposes.
2. In-game profiles (name, nationality & gender) must match national federation membership or government ID.
3. Must record weight within 2 hours before event start. Must submit weight recording at least 1 hour before event start.
4. Weight recording video must include internet search results for current date and time.
5. Weight as shown in weight recording video must be entered in the applicable performance verification form in kilograms to the nearest 0.1 kg. Exactly the same weight must be entered into the Zwift application and used in-game.
6. Weight recording videos cannot be shared publicly.
7. Any branded virtual equipment that was not earned in game requires evidence of a current sponsorship with that brand in order to be used in competition.
8. Dual recording data must be recorded on a cycling computer.
9. Riders may not switch equipment within 5 days before an event.
10. Modifications to the parameters of the outdoor efforts requirement.
11. PowerMatch not allowed.