WORLD’S
TOUGHEST MUDDER
2017 COMPETITION RULES
Article I. INTRODUCTION

Section 1.01 PURPOSE

To provide an official and consistent set of competition rules (“Competition Rules”) for World’s Toughest Mudder and all programs activities, ceremonies, receptions, and exhibitions associated with World’s Toughest Mudder.

Section 1.02 INTENTION

Competition Rules are intended to:

a. Facilitate fair play, equality, and sportsmanship;

b. Support ingenuity and skill without unduly limiting athletes; and

c. Penalize athletes who gain, or seek to gain, an unfair advantage

Section 1.03 RACE DEFINITIONS

a. “Athlete” is a registered participant competing in World’s Toughest Mudder.

b. “Race Director” is the person appointed by Tough Mudder to be in charge of race format and rule enforcement

c. “Medical Director” is the person appointed by Tough Mudder to be in charge of medical and safety operations during the event, in charge of health and wellness of all person/s onsite

d. “Race Official” person/s appointed by Tough Mudder to enforce rules during the event

Section 1.04 RACE CHANGES

Tough Mudder Reserves the Right to:

a. Adjust or close the course and any of its obstacles during the race at any time

b. Change, update, and determine obstacle operations during the race at any time

c. Change, update, and determine race timings during the race at any time

d. Settle any and all disputes through the Race Director, whose decision is final and not subject to appeal

Section 1.05 SPORTSMANSHIP

If Tough Mudder, from its own observation or upon receiving a report from any source, believes that a participant may have violated Article III or committed a gross breach of a rule, good manners, sportsmanship, or in any way has brought the sport into disrepute, that participant will face official review, potential disqualification, and/or removal from the site.

Article II. AWARDS & PRIZES

Section 2.01 TOP PRIZE

The “Top Prize” category is for the winners, runners up, and top places in each of the Men’s, Women’s, and National Team Relay categories. The winners, runners up, and top places in each category are eligible for a cash prize depending on their official race result. In order to be eligible for a cash prize, Athletes must meet the following criteria:

Top Prize Criteria:

a. Must be compliant with official Conduct of Athletes (see Article III.)

b. Must be compliant with official Race Finish, Timing, and Results rules (see Article IV.)

c. Must not have been disqualified for any reason at any time

d. Must have the Race Director review, authorize, and approve final race timing and position

e. All winning participants must report to the Race Director immediately following race to claim position and verify earnings. Race position or claims will not be accepted after the event

f. In order to receive prize money, athletes must submit the required tax documentation

g. Top Prize Allocation:

<table>
<thead>
<tr>
<th>Pos.</th>
<th>MALE</th>
<th>FEMALE</th>
<th>Team Relay</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>$10,000</td>
<td>$10,000</td>
<td>$10,000</td>
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<tr>
<td>2</td>
<td>$4,000</td>
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<td>5</td>
<td>$500</td>
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Section 2.02 $50K BONUS PRIZE

The $50,000 bonus prize(s) will be reserved for the winning Male and Female competitor who complete the following mileage:

a. Male: 110 miles

b. Female: 100 miles

If the first place Male or Female completes the above stated mileage, they will receive $50,000 dollars. If multiple competitors reach the mileage mark, only the first place winning Male/Female will receive this prize. Bonus Prizing will replace eligible prize money from the 1st place Male and Female prize money if awarded.
In order to be eligible for the $50,000 bonus, the following criteria must be met:

a. Athlete must be registered as an Elite Contender
b. Athlete must be compliant with official conduct of WTM Athletes (see Article III)
c. Athlete must be compliant with official Race Finish, Timing, and Results rules (see Article IV)
d. Athlete must not have been disqualified for any reason at any time
e. Athlete must complete a Finisher Lap after 8:00:00 AM Sunday, November 12 (see Section 3.06)
f. Athlete must have the Race Director review, authorize, and approve final race timing and position

Section 2.03 ACHIEVEMENT AWARDS

The “Achievement Awards” are for achievements earned during the course of the race and are awarded immediately upon the completion of the achievement.

Achievement Award Criteria:

a. Must be compliant with official Conduct of Athletes (see Article III.)
b. Must be compliant with official Race Finish, Timing, and Results rules (see Article IV.)
c. Must not have been disqualified prior to achievement.
d. Achievement Award Allocation:
   25 MILES = 25 mile patch
   50 MILES = 50 Mile Brown Bib
   75 MILES = 75 Mile Silver Bib, Free 2018 RTM entry
   100 MILES = 100 Mile Orange Bib, 100-Mile Club Orange Jacket
   125 MILES = 125 Mile Black & Orange Bib, Free Lifetime Entry
   SPRINT LAP* = Green Sprint Lap Bib, Free Tough Mudder Entry
   24 HOUR FINISHER, Black Headband
   Top National Team 4+ = National Team Cup

*Fastest first lap

Section 2.04 ANNUAL MILEAGE & HOLY GRAIL

The “Holy Grail” refers to a special award qualification that is earned by participants that meet the following criteria within a single calendar year:

1. Successful completion of a Tougher Mudder
2. Successful completion of a Toughest Mudder
3. Successful completion of World’s Toughest Mudder (minimum 1 lap)

All rewards associated with Holy Grail completion will be assessed and dispersed immediately after the close of the event or at the Champions’ Brunch.

Article III. ATHLETE CONDUCT

Section 3.01 GENERAL BEHAVIOR

Each participating Athlete must:

a. Practice good sportsmanship at all times;
b. Be responsible for his/her own safety and the safety of others;
c. Know, understand, and follow all Competition Rules, as stated herein;
d. Obey instructions from Race Officials and treat referees, officials, volunteers, spectators, the public, and other athletes with respect and courtesy;
e. Inform a Race Official promptly after losing a timing chip or missing a timing mat;
f. Inform a Race Official promptly after withdrawing from the race;
g. Compete without receiving assistance from non-participants;
h. Not dispose of trash or equipment on the course (except at aid stations or other designated trash-disposal points). Intentional or careless littering will result in disqualification;
i. Clear out designated Pit space of all personal belongings, food, supplies and trash before leaving event site at conclusion of race. If left in a disorderly fashion, race officials have the right to penalize Athlete.
j. Not gain or attempt to gain any unfair advantage from any external vehicle or object;
k. Follow the prescribed course. It is the athlete’s responsibility to know the course. Athletes must cover the prescribed course in its entirety. Failure to do so will result in immediate disqualification;

Section 3.02 ANTI-DOPING

Each athlete acknowledges notice of the Anti-Doping Rules (as such term is defined below), and acknowledges that he/she is bound by, confirms he/she shall comply with, and voluntarily consents to all provisions of the Anti-Doping Rules.

Article IV. RACE PROCEDURE

Section 4.01 RACE PROCEDURE

a. World’s Toughest Mudder athletes will have 24 hours to complete as many laps of the course as possible;
   i. All athletes will be given an additional 90 minutes, following the 24 hr. period, to complete their last active lap
   ii. At 1:30:00 PM Sunday, all Athletes will be removed from course and the race will officially end;
   iii. Athletes on an active lap at this time, but unable to finish prior to 1:30:00 PM on Sunday will be brought in by Tough Mudder Race Officials at course close;
   iv. Athletes will not be disqualified if still on course at 1:30:00 PM on Sunday, and are still eligible to be a 24-hour finisher;
   v. Only the last full lap completed before 1:30:00 PM on Sunday will count towards the official race record

b. The hours of competition will begin 12:00:00 PM, Saturday and end 01:30:00 PM, Sunday;
   i. The official event start will take place at 12:00:00 PM Saturday, November 11
   ii. No competitors will be allowed to begin a new lap after 12:00:00 PM Sunday, at which point the start line will be closed
   iii. The finish line will close at exactly 1:30:00 PM Sunday, after which time no official results will be recorded

c. The winners of World’s Toughest Mudder will be the Male, Female, and National Team who complete the most complete laps in the 25.5 hour period;
d. Each completed lap by an athlete will count as five (5) Official Miles towards their overall mileage count. Mileage completed as part of an obstacle penalty will not count towards mileage.
e. If one or more Athletes completes the same number of laps in the 25.5 hr. period, the Athlete who completed the last “full” lap first will be awarded the higher place, regardless of who is ahead on the last lap;
   i. Example: Participant A completes Lap 8 at 11:15 AM Sunday, and Participant B completes Lap 8 at 11:20 AM Sunday. If
at 1:30 PM Sunday, neither Participant has completed Lap 9, but Participant B is ahead on that lap. Participant A will be placed higher than B.

f. An Athlete will be judged as finished the moment any part of his/her torso crosses a vertical line extending from the leading edge of the finish line.

Section 4.02 DISQUALIFICATION

a. If an athlete is disqualified for any reason at any time, they are no longer active and will not be eligible to win a top prize at World's Toughest Mudder. To avoid disqualification Athletes and Teams must abide by the following requirements:
   i. All athletes must wear a bib and timing chip at all times;
   ii. All athletes must complete every lap and every open obstacle (or associated penalty) in its entirety;
   iii. If pursuing an active lap, Athletes must stay on the marked course at all times;
   iv. Athletes must maintain the prescribed course direction at all times.

b. If transitioning or resting in the Pit between laps, Athletes must stay within the boundaries of the defined base area at all times;

c. Any Athlete found to be outside of the marked course or village boundary will be disqualified;

d. It is the sole responsibility of each Athlete to know and follow the prescribed course route, obstacle sequencing, and Pit boundaries;

b. Any Athlete receiving on-course assistance from a non-registered athlete will be immediately disqualified:
   i. Registered Athletes may provide assistance to each other on course.

f. All Athletes must complete every obstacle in its entirety;
   i. If an Athlete is unable complete an obstacle which has not been designated as a "must complete" obstacle, a penalty option will be available
   ii. If an Athlete does not complete the associated penalty, they will be disqualified;
   iii. If there is no penalty option and the Athlete is unable to complete the obstacle, then they will be disqualified;

g. If an Athlete is disqualified, they must immediately remove and turn in their timing chip

h. If an Athlete is disqualified, they may continue to complete laps (except for Medical Disqualifications), but will not be eligible for a 24 hour headband or other awards.

Section 4.03 EXPULSION

Tough Mudder reserves the right to immediately remove from site Athletes, spectators, and Pit Crew who demonstrate unsportsmanlike, dangerous, or offensive conduct.

Section 4.04 SWIM CONDUCT

a. Athletes must complete every marked swim section and/or swim penalty in its entirety;

b. Athletes may use a wetsuit at any time during the race;

c. Athletes cannot use additional equipment to gain advantage in swim sections
   a. Including, but not limited to: rafts, swim fins, large inflatables
   b. Athletes are allowed to carry select equipment during swim sections, including: Backpacks, gear packs, life vests, water wings
   c. All equipment used must be carried in and out by the athlete,. Items cannot be stored or left at water crossings or on course. Any athlete doing so will be disqualified.

d. Athletes cannot gain advantage through medical or water safety assistance;

e. Athletes who require in-water assistance, rescue, or swim support that facilitates forward progress, will be disqualified and may be asked to end their race;

f. The World’s Toughest Mudder Medical Director and Water Safety reserve the right to disqualify and expel any Athlete deemed unsuitable to be in the water

Section 3.05 TIMING

a. Athletes must wear a timing chip at all times during the race

b. It is the sole responsibility of each athlete to ensure timing chip is secure and worn at all times

c. It is the sole responsibility of each athlete to notify a race official if a timing chip is lost or malfunctions at any time.
d. Failure to do so will result in disqualification

Section 3.06 RACE FINISH

In order to be eligible for a top prize and/or receive the official 24-hour Black Headband, every athlete must complete a “Finisher Lap” at the end of the 24 hour period. The criteria for the Finisher Lap are:

a. Every athlete must finish their final lap between 8:00:00 AM and 1:30:00 PM, Sunday, November 12th or otherwise be in pursuit of that lap;

b. Athletes must start their last lap before 12:00:00 PM. After that time the start chute will officially closed and no new laps will be permitted;

c. Athletes who do not complete and active lap (or who are not in active pursuit of a lap) after 8:00:00: AM Sunday will not be eligible for a top prize or the 24-hour Black Headband;

d. Athletes on an active lap, but unable to finish prior to 1:30:00 PM remain eligible for top prizes and the 24-hour Black Headband, without penalty;

e. Only the last full lap completed will count towards the official race record

Article V. EQUIPMENT

Participants are allowed to bring any and all necessary supplies necessary to support an overnight endurance and running event. World's Toughest Mudder officials have the right to remove dangerous or illegal objects for any reason at any time. The following is a list of illegal supplies and equipment at World's Toughest Mudder

Section 5.01 ILLEGAL EQUIPMENT

a. Additional equipment not listed is subject to Race Official review;

b. Items deemed unfair or hazardous may be confiscated or requested that they be removed from course/pit during the race;

c. Official World’s Toughest Mudder race bib must be worn and visible at all times during race;

d. Tough Mudder officials reserve the right to request that participants remove any clothing or race gear containing unofficial graphics, logos, or brand names;

e. Failure to comply with a Race Officials request may result in disqualification or expulsion

f. Items not allowed include, but not limited to:

<table>
<thead>
<tr>
<th>Generators</th>
<th>Swim Fins / Rafts</th>
<th>Illicit / Illegal drugs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gas powered Heaters / Warmers</td>
<td>Weapons / Firearms</td>
<td>Pets / Animals</td>
</tr>
<tr>
<td>Gasoline / Fuel</td>
<td>Performance Enhancing Drugs</td>
<td>Cleats</td>
</tr>
</tbody>
</table>

Section 5.02 LEGAL EQUIPMENT

a. Items allowed include, but not limited to:

<table>
<thead>
<tr>
<th>Running / Trail shoes</th>
<th>Backpack / water pack / gear pack</th>
<th>Basic running clothing</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wetsuits / Life Jacket</td>
<td>Cooler / food / water / supplies</td>
<td>Hats / Scarfs / Bandanas / Gloves</td>
</tr>
<tr>
<td>Camera / GPS / Headlamp</td>
<td>Tents &amp; basic camp equipment</td>
<td>Face mask / goggles</td>
</tr>
</tbody>
</table>

Article VI. PIT CREW

Participants are allowed the assistance of a selected “Pit Crew” to support them during competition. The “Pit Crew” will not be provided by Tough Mudder, and will only be arranged by the Athletes themselves

Pit Crew Rules:

a. 4 Pit Crew allowed per athlete

b. Pit Crew is allowed access to the Pit with unlimited ins/outs as needed

c. Pit Crew must be registered to an Athlete at event registration; only registered Pit Crew will be permitted to enter the Pit area

d. Any Pit Crew under the age of 12 must be accompanied by a parent or guardian at all times, and will be counted as 1 of 2 eligible Pit Crew members allowed per participant

e. Pit Crew must wear official Pit Crew wristband at all times to designate their official status to race officials.

f. The following “Pit Crew” support is allowed

i. Accessing equipment and supplies in the Athlete’s assigned Pit space

ii. Updating Athlete on position of rivals;

iii. Provision of food. Pit Crew will have access to microwaves or they may bring cooked food from elsewhere;

iv. Assistance changing clothing/equipment

The following “Pit Crew” conduct is strictly prohibited and will result in a disqualification of the associated Athlete:

i. Interfering or harassing other Athletes

ii. Pacing of the Athlete on the course;

iii. Providing Athletes on course with food or water;
iv. Swapping timing chip or official Pit Crew credentials

Article VII. NIGHTTIME RULES

Official nighttime rules are between 6:00:00 PM, Saturday, and 6:00:00 AM, Sunday. During this time the following course changes will be observed:

a. All on course Athletes must wear a safety strobe flasher and head lamp
b. It is the sole responsibility of the Athlete to ensure they have a safety strobe flasher at all times while on course during nighttime rules
c. If an Athlete loses, breaks, or does not have a safety strobe flasher they must remain in the Pit during nighttime rules

Article VIII. MEDICAL RULES

Race Officials and Medical Officials may require any Athlete to submit to a medical check at any time throughout the race. If an Athlete is determined to be unfit to continue in competition, the Athlete will be removed from the race. The medical official’s decision is final and not subject to appeal. Additionally:

a. Athletes requiring more than 30 minutes of medical treatment either on the course or in the medical tent will be automatically disqualified
b. Athletes requiring medical transport from the course to the medical tent will automatically be disqualified
c. Athletes may receive medical treatment on course, but cannot be transported or may not receive more than 30 minutes of treatment

Article IX. FIRST HOUR

The first lap of World’s Toughest Mudder will begin immediately following the start of the race at 12:00:00 PM and the following conditions will be observed:

a. Obstacles will open on a rolling basis throughout the first several hours of the event;
b. Athletes will be expected to follow course marking and direction from obstacle staff;
c. Obstacles will be opened at the discretion of TMHQ staff and the Race Director;
d. The Sprint Lap award will be awarded to the athletes in the Male and Female Individual category who complete the fastest first lap:

i. The Sprint Lap will be the fastest first lap of competition officially starting at 12:00:00 PM;
ii. The winner will be first athletes in each category to cross final timing mat after 12:00:00 PM;
iii. Participant Awards Categories: Fastest Male, Fastest Female.

Article X. TEAM RELAY

The following rules pertain to Athletes registered in the National Team Relay competition only.

Section 10.01 ELIGIBILITY

a. Teams must have registered in the National Team Relay category and received approval from TMHQ Race Director prior to the start of the event.
b. Teams must be a minimum of 4 athletes. There is no maximum.
c. All athletes registered to a team must complete the first -and- last lap of the race together, as a full team;
d. If any member of a team is disqualified or has to drop out of the competition, the entire team will be disqualified;

Section 10.02 RACE PROCEDURE

a. All team members must complete the first lap of the event together as a team;
b. All subsequent relay laps completed (excepting the first and last lap) require that 50% of the team be completing each lap together. For example:
   i. For a team of four, a minimum of 2 team members must be out on course;
   ii. For a team of five, a minimum of 3 team members must be out on course

c. Team members on active laps must cross each timing mat within 60 seconds of each other
d. All relay laps completed between the first and last lap of the event can be completed by any combination of team members. For example:
   i. Athlete 1 runs three laps in a row, each with a different teammate;
   ii. Athlete 1 & Athlete 2 run one lap together, Athlete 3 & Athlete 4 run one lap together, repeat;
iii. Athlete 1 & Athlete 2 run three laps together, Athlete 3 & Athlete 4 run three laps together, repeat;

e. Each team athlete will have an individual timing chip and will be eligible for individual mileage rewards, including mileage patches and bibs. Only miles runs by the individual athlete, not that of the team, will count towards mileage awards;

f. Each team will be given an additional timing chip attached to a team relay baton. The baton must be carried at all times by team members on an active lap. Only miles registered by the team relay timing chip will count towards official team mileage.

Section 10.03 DISQUALIFICATION

All general rules from section 4.02 above apply. In addition:

a. Any team wishing to disband at any time during the race and continue on as individuals must do so while all team members are in the Pit and while not in pursuit of an active lap;

b. If at any time, team members are disqualified due to a rules infraction or medical disqualification while on course in pursuit of an active lap, all team members are subject to disqualification;