

FORZA DRIFT EVENTS - RULEBOOK 2025 - WWW.FORZADRIFTEVENTS.COM
Forza Horizon 5 / Version 3.0

CAR REGULATIONS



1. DRIVETRAIN

- 1.1. Only RWD drivetrains are allowed.
- 1.2. AWD cars must be RWD swapped to be eligible for competition.
- 1.3. FWD cars are not allowed. (Even if swapped)
- 1.4. Mid- and Rear-engine cars are not eligible for competition.

2. REQUIRED UPGRADES

- 2.1. Drift Springs and Dampers (No positive front camber, no positive rear camber over 0.5 allowed)
- 2.2. Race Front and Rear Anti-roll Bars
- 2.3. Race Roll Cage
- 2.4. Race Clutch
- 2.5. 4 Speed Drift Or 6 Speed Race Transmission
- 2.6. Race Driveline
- 2.7. Drift Differential (You must simulate a locked differential by using values 100/100 on differential settings)

3. TIRES & WEIGHT

- 3.1. Minimum car weight is **2200 lbs / 1000 kg**.
- 3.2. Permitted Tire Compounds:

- Sport Tire Compound

*Please note that some cars come with Sport tires by default. These cars are marked with an * sign on our "FDE_ELIGIBLE_VEHICLES" document.*

- 3.3.** Drivers must adhere to a weight-to-tire width chart.
For example: if your car weighs 3,000 lbs, the maximum allowed tire width is 315mm. However, you may use any tire size below your designated weight bracket.

2200 lbs / 1000 kg	245MM
2400 lbs / 1088 kg	255MM
2500 lbs / 1133 kg	265MM
2600 lbs / 1179 kg	275MM
2700 lbs / 1224 kg	285MM
2800 lbs / 1270 kg	295MM
2900 lbs / 1315 kg	305MM
3000 lbs / 1360 kg	315MM
3100 lbs / 1406 kg	325MM
3200 lbs / 1451 kg	335MM
3300 lbs / 1496 kg and higher	345MM

4. ENGINE & POWER

- 4.1.** To be eligible for competition, cars are allowed to have a maximum of 1300 HP. A ± 10 HP margin is allowed, meaning the absolute limit is 1310 HP. This rule is in place to provide more flexibility and accessibility for engine upgrades.

5. VEHICLE RESTRICTIONS, REGISTRATION & INSPECTION

- 5.1.** Please refer to our "FDE_ELIGIBLE_VEHICLES" document.
- 5.2.** To compete, drivers must register for the current season. Once registered, they are committed to their chosen vehicle for the entire season but may adjust their car's specs and setups between rounds. All vehicles are subject to random inspections. The registration form is available on our Discord, and mid-season registrations are permitted.
- 5.3.** Any driver caught cheating or using an unapproved/ineligible setup will be disqualified from that round. Repeated violations will result in a ban for the remainder of the season.

6. LIVERY & PAINT

- 6.1. No offensive or inappropriate liveries allowed in the competition.
- 6.2. All drivers competing must have an official FDE namecard with your name, nickname or gamertag in it along with your driver number and a country flag on the side of your car.
- 6.3. You can find these in the vinyl editor by searching “FDE” or by using the share codes provided below:

Black: 163 694 349

White: 934 643 681



Official Font for name and driver number is “UPPER LETTERS 1”

7. GAME SETTINGS

- 7.1. Traction Control: Off
- 7.2. Stability Control: Off
- 7.3. Launch Control: Recommended
- 7.4. Steering: Simulation
- 7.5. Shifting: Manual Or Manual W/ Clutch
- 7.6. Anti-Lock Braking: Off
- 7.7. Rewind is required
- 7.8. Accessibility->Notification Duration: Minimum of 5 is recommended

8. COMPETITION RULES

QUALIFICATIONS:

- 8.1. Each driver will have two attempts to set a qualifying score, with only the highest score being counted for their final qualifying rank.
- 8.2. Every run is judged and scored by these three different factors, in the following order: LINE, ANGLE and STYLE.
- 8.3. Drivers who set a completed run with a high enough score to make it to Top 32 or Top 16 will advance to Head-To-Head Battles.

HEAD-TO-HEAD BATTLES:

- 8.4. Lead driver must give a chaseable and as close to a 99 point run as possible.
- 8.5. Lead driver must not compromise line or angle to get away from the chase driver.
- 8.6. Chase driver must maintain as close proximity as possible to the lead driver.
- 8.7. Chase driver must mimic the lead driver's transitions and lines.

- 8.8.** Chase driver must initiate simultaneously with the lead driver at the starting line upon receiving the 'GO' signal from the host. The lead driver is only allowed to accelerate after the third sound signal has ended. (See the terminology section below for more details.)
- 8.9.** Chase driver must let the lead driver initiate the drift first and provide adequate space for them to do so within the "3-2-1 cones". (See the terminology section below for more details.)
- 8.10.** Chase drivers are not allowed to overtake the lead driver unless prompted by a crash or if the lead driver goes off course.
- 8.11.** Chase driver must try to match or better the lead driver's angle.
- 8.12.** Chase driver should make every effort to avoid excessive or overly aggressive contact with the lead driver.
- 8.13.** In the event of a crash that causes straightening, spinning out, or going off course, our judges will review the incident to determine fault.
- 8.14.** If a clear winner cannot be determined, the judges may call for a "One More Time" (OMT), requiring both drivers to repeat their battle. Multiple OMTs may be issued if necessary to decide the winner.

GENERAL:

- 8.15.** If a driver has three or more tires off the track during their run, the run will be disqualified, resulting in a 'Did Not Finish' (DNF).
- 8.16.** Spin-outs or straightening without contact will be considered incomplete, leading to a 'Did Not Finish' (DNF).
- 8.17.** Lightly scraping a wall or fence is allowed as long as it is not deemed a collision, meaning it does not impact your line, angle, or speed.
- 8.18.** Drivers may request a restart if necessary, but it must be called before passing the restart marker on the track. To do so, the driver must stop or rewind their car before the marker. During Head-to-Head Battles, each driver is allowed one restart per battle.
- 8.19.** Respect the judges' calls and decisions, or you will be disqualified. If you believe your run was misjudged, you may challenge the decision, but you must provide video evidence; otherwise, your request will be denied. The case will be reviewed immediately to keep the competition progressing. We strongly recommend all drivers record their runs.
- 8.20.** Deceleration and momentum zones must be followed, as they are specific to each track.
- 8.21.** Showboating or excessive bragging of any kind will result in disqualification.
- 8.22.** Disrespect towards anyone will not be tolerated. All discussions must remain civil and respectful, failure to do so will lead to disqualification.
- 8.23.** Player errors such as dead controller batteries, incorrect tuning, or stepping away (AFK) during a run will result in disqualification.

- 8.24. If severe connection issues occur during a run, the driver will be granted one re-run (chase or lead). However, if the same driver experiences visible connection issues again, they will unfortunately be disqualified.
- 8.25. If a desync issue causes inconsistencies that are not visible on all three connection points (both drivers and the official stream), a re-run will be granted if the issue results in an unfair advantage or disadvantage to either driver.
- 8.26. Drivers must be ready and proceed to the starting line as quickly as possible when called for their runs.

9. JUDGING *(Order of Priority)*

- 9.1. Line (Optimal line, clipping points, zones and transitions.)
- 9.2. Proximity (Consistency, execution, following lead line, car location, car angle etc.)
- 9.3. Angle (Consistency, transitions, smoothness.)
- 9.4. Style (Consistency, lack of mistakes, smoothness, fluidity etc.)
- 9.5. Mistakes (Tire drops, deceleration, adjustments, contact, over-rotating etc.)

10. SCORING SYSTEM *(Qualifying)*

- 10.1. Each run will be judged based on three different factors: LINE, ANGLE and STYLE via a point system from 0 - 33 points each, making the maximum total points obtainable to be 99 points.
- 10.2. In the event of a qualifying tie, the higher position will be calculated by these factors, in this order: 1. Line Score, 2. Angle Score, 3. Style Score, 4. Current Rank/Season Standing, 5. Judges Discretion.

11. RANKING SYSTEM

- 11.1. Drivers will earn points based on their performance and ranking at the end of each round. The total standings for each driver will be determined at the end of the season.
- 11.2. Qualifying rank:

Qualifier Rank (Per round)	Points received
1st	5
2nd	3
3rd	1

11.3. Competition rank:

Rank (Per round)	Points received
1st	100
2nd	90
3rd - 4th	80
5th - 8th	70
9th - 16th	50
17th - 32nd	25

12. BATTLE BRACKET

- 12.1.** Once a driver advances to the Top 32 or Top 16 and enters Head-to-Head Battles, a battle bracket will be created for all drivers to follow.
- 12.2.** The battle bracket consists of 16 or 8 drivers on each side, with placement determined by qualification rankings. If qualifications were not held, driver placement on the bracket will be randomized.
- 12.3.** If an opponent fails to appear at the starting line when the battle begins, the other driver will be awarded a bye-run and automatically advance in the bracket.
- 12.4.** Visual example of the battle-brackets:





13. TERMINOLOGY

- 13.1. **GO Sign** = The host will initiate a countdown from 3 to 1 to signal the start of your run, typically through voice communication.
- 13.2. **Restart Marker** = Each track has a designated cone, line, or object that serves as the restart marker.
- 13.3. **3-2-1 Cones** = A series of cones marking the restart point, the earliest possible initiation point, and the latest initiation point for drifting.

(This document may be updated at any given point. Please pay attention to our official channels of information for any updates on this document.)

THANK YOU FOR SUPPORTING US:

