



Ranking & Qualification Rulebook

Version: 1

Ranking Season: 2027 (ranking period: December 2026 – November 2027)

Adopted by: BEAT IT RUN B.V.

Website: www.beatit.run

Status: Final publication version.

The Event Ranking system, points model, Best 3 system, APEX 50 structure and the provisions regarding the Qualification Tie-break, Wildcards and Injury Policy have been established for application within this Ranking Season.



1. Purpose and applicability

1.1 Purpose

This Ranking & Qualification Rulebook determines how official BEAT IT results are converted into season rankings, how results from different Events are compared and how qualification for the annual APEX 50 Championships is determined.

1.2 Relationship with the Competition Rulebook

The applicable BEAT IT Competition Rulebook determines the sporting result of each heat, competition day and the Event as a whole. This document does not alter competition results, but determines only their ranking and qualification consequences.

1.3 Divisions

BEAT IT maintains separate rankings for the Challenger Division and the ELITE Division. Within each Division, separate men's and women's rankings are maintained. The IMPACT Division is non-competitive and has no season ranking or ranking points.

1.4 Age categories

Age categories are displayed for information only and have no effect on ranking points, APEX 50 qualification or final positions in the official season ranking.

1.5 Event

A BEAT IT Event may consist of one or more consecutive competition days within the same edition and at the same location. Regardless of the number of competition days, one official Event Ranking is established across the entire Event for each competitive Division and for the men's and women's classifications. Day Rankings, Day Winners and Day Podiums also exist for sporting recognition and ceremony, but have no independent effect on ranking points.



2. Ranking structure

2.1 Separate rankings

- Challenger Men Ranking;
- Challenger Women Ranking;
- ELITE Men Ranking;
- ELITE Women Ranking.

2.2 Ranking Season

A BEAT IT Ranking Season runs from December through November. The annual December Championship Event opens the new Ranking Season. The subsequently announced qualifying Events up to and including the final qualifying Event in November form part of the same Ranking Season.

The Ranking Season leading to the APEX 50 Championships in December 2027 begins with the BEAT IT Event on 19 and 20 December 2026 and ends after the final qualifying Event announced in advance in November 2027.

After the final qualifying Event in November, the final season ranking is established and, applying the applicable qualification requirements and tie-breaks, it is determined which Participants qualify for the APEX 50 Championships in December.

The results of the December Championship Event itself then form part of the new Ranking Season and no longer count towards the APEX 50 qualification decided at that same December Championship Event.

2.3 Qualifying Events

Within each Ranking Season, BEAT IT designates multiple Events as official qualifying Events. Only Events announced by BEAT IT in advance as qualifying Events count towards the official season ranking and APEX 50 qualification.

For the Ranking Season leading to APEX 50 2027, the BEAT IT Event on 19 and 20 December 2026 is the first official qualifying Event. The remaining qualifying Events will take place in 2027 and will be published by BEAT IT in advance.

2.4 Best three results count

For the official season ranking, a maximum of each Participant's three best Event Scores from all qualifying Events in the relevant season count. All other valid Event Scores are designated as Drop Results and do not count towards the primary ranking total.

2.5 Minimum participation

To be eligible for APEX 50 qualification, a Participant must have validly participated in at least two qualifying Events within the relevant Ranking Season.

A DNS or DSQ does not count as a valid qualifying Event participation. An ELIM or DNF after a valid start does count as valid participation, with ranking points awarded to the extent provided for in this Rulebook.

For the Ranking Season leading to APEX 50 2027, valid participation in the BEAT IT Event on 19 and 20 December 2026 counts as one of the minimum two required qualifying Event participations.

2.6 One result per Event

Within the same BEAT IT Event, a Participant may achieve a maximum of one personal ranking result per Division, regardless of the number of competition days and heats in the Event, in accordance with the Competition Rulebook. A Participant may take part in multiple heats, but only the best result per Division will be included in the official ranking publications.



3. BEAT IT Event 19 & 20 December 2026 – opening of the Ranking Season

3.1 First official qualifying Event

The BEAT IT Event on 19 and 20 December 2026 is the first official qualifying Event of the Ranking Season leading to the APEX 50 Championships in December 2027.

For Challenger and ELITE, one official Event Ranking per Division and per men's/women's classification is established across all valid heats and both competition days in accordance with the Competition Rulebook.

3.2 Official ranking points

The official Event Position and the number of validly completed levels are converted into Position Points, Completion Points and an official Event Score in accordance with this Rulebook.

The resulting Event Score counts in full within the Best 3 system of the Ranking Season leading to APEX 50 2027.

3.3 Valid qualifying Event participation

Valid participation in the Event on 19 and 20 December 2026 counts as one qualifying Event participation for the minimum participation requirement leading to APEX 50 2027.

A DNS or DSQ does not count as valid participation. An ELIM or DNF after a valid start does count as valid participation, in accordance with Article 2.5.

3.4 Multiple heats within the same Event

If a Participant takes part in multiple heats in the same Division within this Event, only the best valid personal Event result in that Division is used for the official ranking and ranking points.

A Participant cannot achieve multiple Event Positions or multiple Event Scores in the same Division within the same Event.

3.5 Provisional Entry Ranking

In addition to the official Event Ranking, BEAT IT may publish a Provisional Entry Ranking for operational purposes, including seeding, heat allocation, communications and any future registration priority.

The Provisional Entry Ranking is separate from official ranking points. It does not change any Event Position, Position Points, Completion Points or Event Score and does not form an independent basis for APEX 50 qualification.

3.6 No APEX 50 Championship in December 2026

Because the Event on 19 and 20 December 2026 is not preceded by a complete Ranking Season, no APEX 50 Championship will be organized during this edition.

This does not affect the Event's status as the first official qualifying Event of the Ranking Season leading to APEX 50 2027.

4. Ranking result per Event

4.1 Source data

All ranking calculations are based on the official result ratified by the Race Director. A provisional live ranking creates no ranking entitlement.



4.2 Challenger

For Challenger, the official Event Ranking for each men's and women's classification forms the basis for Position Points. All Challenger Participants from all heats and competition days within the same Event are compared against each other. All Participants who validly complete the Final Lap are ranked first on the basis of their official Final Lap time. The Final Lap time does not generate a separate time bonus.

4.2.1 Challenger Final Lap finishers

All Participants who validly complete the Final Lap are ranked across the entire Event within their men's or women's classification on the basis of the fastest official Final Lap time.

If two or more Final Lap finishers record exactly the same official Final Lap time, their relative order is determined successively by:

1. The fastest official time in Level 15;
2. The fastest cumulative time over Levels 1 through 15;
3. The fastest official time in Level 14.

If Participants remain completely tied after this, they share the same Event Position.

4.2.2 Challenger Final Lap DNF

A Participant who validly completes Level 15 and starts the Final Lap is always ranked above a Participant who did not validly complete Level 15. Final Lap DNFs are ranked against each other on the basis of: the furthest official checkpoint validly passed in the Final Lap; then the fastest official time at that checkpoint; then the fastest time in Level 15; then the fastest cumulative time over Levels 1 through 15; and finally a shared position if still tied.

4.2.3 Challenger without Final Lap

Participants who do not reach the Final Lap are ranked across the entire Event on the basis of: the highest number of fully completed levels; then the fastest time in the last fully completed level; then the fastest cumulative time over all fully completed levels; then the fastest time in the penultimate fully completed level; and finally a shared position if still tied.

4.3 ELITE

For ELITE, the official Event Ranking for each men's and women's classification forms the basis for Position Points. All ELITE Participants from all heats and competition days within the same Event are compared against each other. Ranking follows the highest number of validly completed levels and the Event Ranking tie-breaks in this Article and the Competition Rulebook.

4.3.1 ELITE Event Ranking tie-breaks

The ELITE Event Ranking is determined by: the highest number of validly completed levels; where the number of levels is equal, the fastest time in the last fully completed level; then the fastest cumulative time over all fully completed levels; then the fastest time in the penultimate fully completed level; and finally a shared position if still tied.

4.4 Day Rankings, Day Winners and Day Podiums

Within each competitive Division, a separate men's and women's classification is established for each competition day. Number 1 is the Day Winner; numbers 1, 2 and 3 form the Day Podium and are officially recognized and awarded. Heat winners, Day Winners and Day Podium Participants receive no additional ranking points for these achievements. Only the final Event Position across the entire Event determines the Position Points.

4.4.1 Day Ranking methodology

The Challenger and ELITE Day Rankings use exactly the same ranking logic as the relevant Event Ranking, but only with Participants who competed on that competition day. The Day Ranking determines only the Day Winner and Day Podium and has no independent effect on ranking points.



5. Points model

5.1 Position Points

Event Position	Position Points
1	1000
2	900
3	825
4	775
5	735
6	700
7	670
8	645
9	625
10	605
11	585
12	565
13	545
14	525
15	505
16	485
17	465
18	445
19	425
20	405
21	380
22	355
23	330
24	305
25	280
26	260
27	240
28	220
29	200
30	180
31	170
32	160
33	150
34	140
35	130
36	120
37	110
38	100
39	90
40	80
41	75
42	70
43	65
44	60
45	55
46	50
47	45
48	40
49	35
50	30
51+	10 points for a valid official result from Level 10 onwards.



5.2 Level Completion Points

To reward the depth of performance in addition to Event Position, a Participant receives 2 Completion Points for each validly completed regular level. For Challenger, a maximum of 30 Completion Points applies for Levels 1 through 15. The Final Lap does not generate Completion Points. For ELITE, there is no predetermined level maximum. Validly completed ELITE levels after the heat win has already been determined also generate 2 Completion Points per level; the strength of the heat or the number of remaining opponents has no effect on this. Completion Points are deliberately weighted substantially less than Position Points; the Event classification remains the dominant ranking factor.

5.2.1 Level 10 performance threshold

For Participants in Event Position 51 or lower, Level 10 is the minimum performance threshold for Position Points. A Participant in position 51 or lower receives 10 Position Points when at least Level 10 has been validly completed; with a maximum of Level 9, the Participant receives 0 Position Points. Completion Points are awarded for all validly completed levels regardless of this threshold. The Level 10 threshold aligns with the qualification requirement for the BEAT IT Finisher Badge.

5.3 Event Score

EVENT SCORE = POSITION POINTS + COMPLETION POINTS.

5.4 No time bonus

No separate ranking points are awarded for the fastest Final Lap time, fastest individual level time or cumulative time. Times remain relevant only for the official competition ranking and tie-break ranking.

5.5 Maximum counting result

There is no separate artificial maximum for the Event Score; the score follows from the components above. After each Event, BEAT IT publishes the breakdown for each Participant.

5.6 Event Top 50 boundary and shared Event Position

Event Position 50 receives 30 Position Points. Event Position 51 or lower receives 10 Position Points when at least Level 10 has been validly completed. This deliberate drop marks the sporting Event Top 50 boundary and is separate from the APEX 50 qualification boundary in the season ranking. Where two or more Participants share the same Event Position after all applicable sporting tie-breaks have been applied, each Participant receives the Position Points for that shared position. The next Participant receives the ranking position as if the shared positions were occupied separately; therefore, if two Participants share 12th place, the next position is 14th.

6. ELIM, DNF, DNS and DSQ

6.1 ELIM

A regular ELIM remains a valid sporting result and is not a penalty status. The Participant receives Position Points based on the final Event Position and Completion Points for all levels validly completed before elimination.

An ELIM after a valid start also counts as one valid qualifying Event participation for the minimum participation requirement leading to APEX 50 qualification.



6.2 DNF

A DNF remains visible in the official results. The Participant receives Position Points based on the final Event Position assigned to the DNF result in accordance with the Competition Rulebook, plus Completion Points for all levels validly completed before the DNF.

A DNF after a valid start also counts as one valid qualifying Event participation for the minimum participation requirement leading to APEX 50 qualification.

6.3 DNS

A DNS produces 0 Position Points and 0 Completion Points and does not count as valid participation for the minimum participation requirement leading to APEX 50 qualification.

6.4 DSQ

A DSQ produces 0 Position Points and 0 Completion Points and does not count as valid participation for qualification purposes. Any provisionally awarded points are removed once the DSQ becomes final. A DSQ may also lead to additional ranking or disciplinary consequences in accordance with the Competition Rulebook or a separate disciplinary decision.

6.5 Ranking Disqualification

Where BEAT IT, in a separate disciplinary decision, withdraws ranking eligibility only without removing the administrative Event result, the Participant receives 0 ranking points for the relevant Event. Such a measure must be imposed expressly and in writing.

7. Best-three system

7.1 Selection of counting results

For the official season ranking, a maximum of the three highest valid Event Scores achieved by each Participant within the same Ranking Season are added together.

Where a Participant has fewer than three valid Event Scores, the ranking calculation is supplemented with zero values:

- With one valid Event Score: Event Score A + 0 + 0;
- With two valid Event Scores: Event Score A + Event Score B + 0;
- With three or more valid Event Scores: only the three highest Event Scores count.

These zero values are administrative values used only for calculating the season score and do not constitute Event participation, an Event Score or a Drop Result.

Inclusion of a Participant in the season ranking is separate from the minimum participation requirement for APEX 50 qualification. A Participant may therefore appear in the ranking after one valid qualifying Event, but becomes eligible for APEX 50 qualification only once the minimum participation requirement in Article 2.5 has been met.

7.2 Drop Result(s)

Once a Participant has achieved more than three valid Event Scores, only the three highest Event Scores are designated as counting results. All other Event Scores are Drop Results and are not included in the primary season ranking points total.

Where a Participant has achieved three or fewer valid Event Scores, the Participant has no Drop Result. If a tie-break rule requires a Drop Result while no Drop Result is available, an administrative value of 0 points applies for that specific comparison. This value does not constitute an actual Event result.



7.3 Equal Event Scores

Where two Events produce exactly the same Event Score, this has no effect on the total number of points. For the selection of counting results and Drop Results, equal Event Scores are treated as administratively equivalent.



8. Season ranking and tie-breaks

8.1 Total score

The season position is determined primarily by the sum of the maximum three best Event Scores.

8.2 Tie-break for equal season score

Where two or more Participants have exactly the same official season score, their relative ranking position is determined successively by:

- The highest individual Event Score achieved in a qualifying Event within the same Ranking Season;
- The best official Event Position achieved in a qualifying Event within the same Ranking Season;
- The second-highest individual Event Score;
- The highest number of validly completed levels in one qualifying Event;
- The highest Event Score among the Drop Results;
- If still tied and multiple Drop Results are available: the second-highest Drop Result and then further Drop Results in descending order until a difference is established;
- If Participants remain completely tied after this, they share the same season ranking position, unless the tie directly determines who receives the final available regular APEX 50 qualification place.

For Participants who have achieved fewer than three valid Event Scores, missing counting results are treated as 0 points for tie-break purposes in accordance with Article 7.1. If no Drop Result is available, an administrative value of 0 points applies to the relevant Drop Result comparison in accordance with Article 7.2.

8.3 Qualification tie-break

If two or more Participants remain exactly tied after full application of Article 8.2 and the tie directly determines who receives the final available APEX 50 qualification place, an additional Qualification Tie-break is applied.

The final Qualification Tie-break will be established and published by BEAT IT before it can be applied to APEX 50 qualification.

Until this additional deciding rule has been formally established, a shared ranking position does not create an automatic right to a specific APEX 50 qualification place where insufficient places are available for all completely tied Participants.

9. APEX 50 Championship

9.1 APEX 50 – annual Championship

The APEX 50 Championships are organized annually within the BEAT IT December Championship Event. The Challenger Division and ELITE Division each have their own APEX 50 Championship. IMPACT is non-competitive and has no APEX 50 Championship.

For each Division and each men's/women's classification, the APEX 50 field consists of a maximum of 50 Participants. The available regular qualification places are awarded on the basis of the final ranking of the preceding Ranking Season, beginning with the highest-ranked Participants who meet the applicable minimum participation requirement, other qualification conditions and timely acceptance. If wildcards are used for the relevant Championship in accordance with Article 9.6, the number of regular qualification places is reduced accordingly.



9.2 Separate APEX 50 Championships by Division and category

Challenger and ELITE remain completely separate for ranking and Championship purposes.

The regular qualification places for the Challenger APEX 50 Championship are awarded to the highest-ranked men and women in the Challenger ranking, up to the number of available regular places within the maximum field of 50 Participants per category. The same system applies to the ELITE APEX 50 Championship based on the ELITE ranking. If wildcards are used in accordance with Article 9.6, the number of regular qualification places is reduced accordingly.

Only Participants officially admitted to the relevant APEX 50 Championship may be included in the APEX 50 Championship Classification and be eligible for the APEX 50 Championship title and Championship podium positions.

9.3 Championship Classification and December Event Ranking

During the December Championship Event, the APEX 50 Championship Classification and the official December Event Ranking exist alongside each other as separate classifications.

The APEX 50 Championship Classification includes only Participants officially admitted to the relevant APEX 50 Championship. Number 1 within each Division and men's/women's classification is the APEX 50 Champion; numbers 1, 2 and 3 form the APEX 50 Championship Podium for the season that thereby comes to an end.

In addition, one official December Event Ranking is established within each competitive Division and men's/women's classification across all valid APEX 50 Championship heats and any open heats of the same December Championship Event.

The December Event Ranking is determined according to the same regular Event Ranking rules as any other qualifying Event. A Participant from an open heat may therefore achieve a higher December Event Position than an APEX 50 Participant, including the APEX 50 Champion, without thereby acquiring any right to the Championship title or Championship podium.

The official December Event Ranking constitutes the first ranking result of the new Ranking Season. Event Positions, Position Points, Completion Points and Event Scores from this ranking count only towards that new Ranking Season and not towards the APEX 50 qualification concluded during the same December Championship Event.

An APEX 50 Championship title or Championship position does not produce bonus points, a protected Event Position or any other ranking advantage in the new Ranking Season.

9.4 Acceptance

Every Participant offered an APEX 50 place, regardless of whether the place was obtained through the regular season ranking, roll-down or a wildcard under Article 9.6, must confirm the place within the acceptance period published by BEAT IT. A place not accepted in time lapses and may be reassigned by BEAT IT in accordance with the applicable qualification, roll-down and wildcard rules.

9.5 Roll-down

Where a Participant with a regular qualification place declines participation, does not meet the participation requirements or fails to accept the place in time, the place in principle rolls down to the next eligible Participant in the same Division/category on the basis of the final season ranking. A vacant wildcard place does not automatically roll down as a regular ranking place. BEAT IT may reassign that wildcard place in accordance with Article 9.6 or decide not to reassign it.



9.6 Wildcards

BEAT IT may reserve a limited number of wildcards for an APEX 50 Championship.

The number of wildcards, the criteria for awarding them and their effect on the number of regular qualification places must be definitively established and published by BEAT IT before wildcards can have any sporting effect on the APEX 50 qualification structure within the relevant Ranking Season.

Until these rules have been formally established, the regular qualification structure based on the final season ranking and the other conditions in this Rulebook applies.

9.7 Injury Policy

An injury does not automatically create a right to retain an APEX 50 place or receive replacement ranking points. Any exception policy for Participants who have officially been awarded an APEX 50 place will be published before the relevant APEX 50 Championship.

10. Division, category and switching

10.1 Separate points balances

Points are Division-specific and category-specific. Challenger points cannot be transferred to ELITE and vice versa.

10.2 Switching Division

A Participant may switch from Challenger to ELITE during a Ranking Season, provided participation in ELITE is permitted under the applicable Event and registration requirements.

Challenger Event Scores, Position Points and Completion Points already achieved remain part of the Challenger ranking only and are not transferred, converted or carried into the ELITE ranking.

The Participant enters the ELITE ranking only with Event Scores validly achieved in ELITE from that point onwards.

Such a rule has no retroactive effect and may be applied only to results and Division changes occurring from the moment the rule was published before its application.

10.3 Men's and women's rankings

Ranking points are processed only within the competition category in which the underlying official Event result was established.

11. Publication and corrections

11.1 Provisional ranking

After each Event, BEAT IT publishes a provisional ranking as soon as reasonably possible. It remains provisional until relevant protests, appeals, timing investigations and administrative checks have been completed.

11.2 Final update

After the result has been ratified, the ranking is updated. BEAT IT may correct manifest calculation, timing or administrative errors.



11.3 Transparency

The official ranking publication includes at least:

- Participant name;
- Division and competition category;
- Official Event Scores for each qualifying Event;
- Which Event Scores count as counting results within the Best 3 system;
- All Drop Results, where applicable;
- Current total score;
- The number of valid qualifying Event participations within the relevant Ranking Season;
- Current status in relation to the minimum participation requirement for APEX 50 qualification.

A position in the published season ranking does not automatically mean that a Participant is already eligible for APEX 50. Participants who have not yet met the minimum participation requirement remain visible in the ranking but are marked as not yet qualification-eligible.

11.4 No separate protest against mathematical application

A Participant may report a suspected calculation or administrative error in the ranking. A sporting competition result may be challenged only within the protest deadlines in the Competition Rulebook; the ranking procedure does not reopen that sporting result.

12. Cancelled or modified Events

12.1 Event fully cancelled

A qualifying Event that is fully cancelled produces no ranking points. BEAT IT determines whether the Event will be replaced by another qualifying edition.

12.2 Event terminated early

Where the Race Director can establish an official result in accordance with the Competition Rulebook, that result may be used for ranking purposes. Where no official result is established, no ranking points are awarded.

12.3 Change in the number of qualifying Events

Where the number of qualifying Events announced in advance within a Ranking Season changes due to cancellation, force majeure or other compelling circumstances, valid Event Scores already achieved remain valid in principle.

BEAT IT may adjust the remaining calendar, add or replace Events or remove Events, provided that the Best 3 system, the minimum participation requirement and sporting equality among Participants are preserved as far as possible.

A change in the number of qualifying Events does not in itself change the maximum of three counting results in the official season ranking.

13. Conduct, fraud and ranking rights

Fraud, identity misuse, timing manipulation or other serious violations may, in addition to a DSQ, result in loss of ranking rights or temporary/permanent exclusion, in accordance with the Competition Rulebook and any disciplinary decision.

BEAT IT may adjust rankings retrospectively where a final sanction affects the result. Rolled-down positions and qualification places will then be recalculated.



14. Governance

14.1 Ranking Administration

BEAT IT RUN B.V. is responsible for the administrative calculation and publication of the official rankings.

14.2 Sporting source

The result ratified by the Race Director is binding as the sporting source for the ranking calculation.

14.3 Interpretation decisions

Where this Ranking & Qualification Rulebook does not address a specific ranking question, BEAT IT RUN B.V. will make a reasoned decision that aligns as closely as possible with sporting fairness, equal treatment, transparency and the intent of the BEAT IT format.

15. Entry into force and amendments

This Rulebook enters into force on the date published by BEAT IT RUN B.V. and applies to the Ranking Season leading to the APEX 50 Championships in December 2027, beginning with the qualifying Event on 19 and 20 December 2026.

Material changes to the points model, Best 3 system, minimum participation requirement, tie-break structure or APEX 50 qualification criteria will not be applied retroactively to qualifying Events already held, except for the correction of manifest administrative or calculation errors, fraud or another expressly reasoned disciplinary decision.

Non-material clarifications, editorial corrections and administrative adjustments may be published during the season, provided they do not alter Participants' already acquired sporting rights.