



General Participant Terms

Version: 2026-1.1

Effective from: 12 August 2026

Organizer: BEAT IT RUN B.V.

Website: www.beatit.run

Status: Final publication version.



1. Applicability and document structure

1.1 Applicability

These General Participant Terms apply to every agreement between BEAT IT RUN B.V. (hereinafter: "BEAT IT") and a natural person who purchases a ticket for, registers for, or participates in an event organized by or on behalf of BEAT IT (hereinafter: "Participant").

By completing an order and/or participating, the Participant confirms that these terms were made available before the agreement was concluded and were accepted.

1.2 Relationship with other documents

The sporting and competition-technical rules are set out in the applicable BEAT IT Competition Rulebook. Event-specific practical information is set out in the Event Athlete Guide. In the event of any conflict, the following order of precedence applies:

- A binding safety or medical decision;
- The Competition Rulebook for sporting and competition-technical rules;
- The Event Athlete Guide for event-specific implementation;
- These General Participant Terms for ticketing, liability, cancellation, personal data and commercial terms;
- Other participant information.

1.3 Definitions

In these terms, the following definitions apply:

- **Event:** an official BEAT IT edition that may consist of one or more consecutive competition days within the same edition and at the same location;
- **Ticket:** the personal participation credential for a selected Division and, where applicable, time block;
- **Division:** a participation format within BEAT IT, including IMPACT, Challenger and ELITE;
- **Ticket Provider:** the party designated by BEAT IT to facilitate the technical ticket sale and payment process;
- **Competition Rulebook:** the BEAT IT competition rules applicable to the relevant edition;
- **Event Athlete Guide:** the event-specific participant guide.

2. Formation of the agreement and ticket sales

2.1 Formation of the agreement

The agreement is concluded once the order has been completed through the official sales channel and payment has been accepted. The electronic confirmation and issued Ticket constitute evidence of registration, except in the event of manifest administrative or technical errors.

2.2 Price and additional charges

The total price and all mandatory charges known at the time of purchase are clearly displayed before the order is placed. Optional voluntary add-ons, such as a Flexticket or other optional products, are offered separately.

The available payment methods and any terms of the payment or Ticket Provider are shown during the ordering process.

2.3 Availability

Tickets are sold for as long as inventory and operational capacity remain available. BEAT IT may close or limit sales for a Division, time block or heat once the maximum safe or operational capacity has been reached.



3. Personal Ticket, registration and heat allocation

3.1 Personal nature of the Ticket

A Ticket is personal. Participation under another person's name, timing chip, QR code or race number is not permitted. BEAT IT may request a valid identity document at check-in to verify identity and age.

3.2 Data and deadlines

The Participant is responsible for providing all information required for participation in a timely, complete and accurate manner. BEAT IT may set Event-specific deadlines for information required for, among other things, heat allocation, timing, safety, communications and participant administration. These deadlines will be communicated in advance or through the official Event communications.

For the BEAT IT Event on 19 and 20 December 2026, there is no separate pre-established deadline for final Ticket personalization, except where a technical or operational deadline proves necessary for processing participant data. Any such deadline will be communicated by BEAT IT in good time.

An official Resell transaction or other permitted change under Article 4 may result in the registered Participant being changed after an earlier administrative deadline, to the extent permitted within the procedure made available by BEAT IT and the ticketing partner.

3.3 Ticket block and final heat

Where a Ticket is sold for a time block, it entitles the Participant to participate within the selected time block and not necessarily at a specific start time within that block. BEAT IT determines the final heat allocation based on registrations, safety, course capacity and operational planning.

The final heat and start time will be communicated to the Participant as soon as reasonably possible after ticket sales close and heat allocation has been completed. For the BEAT IT Event on 19 and 20 December 2026, ticket sales close on Monday 14 December 2026. A change to the exact start time within the selected time block does not constitute a material change to the agreement and does not, by itself, create a right to a refund.

3.4 Multiple heats within one Event

A Participant may take part in multiple official heats within the same BEAT IT Event where separately and validly registered for each heat and where BEAT IT permits such participation. For ranking purposes, only the Participant's best valid personal Event result per Division is counted, in accordance with the Ranking & Qualification Rulebook.



4. Ticket transfer, Resell and Flexticket

4.1 Personal Ticket and official change options

A Ticket is personal and grants participation and access rights only to the Participant who is validly linked to the Ticket under the registration procedure applicable to the relevant Event.

For each Event, BEAT IT may offer one or more official options to transfer, resell, re-personalize or otherwise link a Ticket to another Participant. The available options, applicable conditions, any fees and any deadlines will be communicated before or during the sale of the relevant Ticket through the official ticketing environment or Event information.

A change or transfer is valid only once it has been fully processed through the official ticketing procedure designated by BEAT IT.

4.2 BEAT IT Amsterdam – 19 & 20 December 2026

No separate Flexticket will be offered for the BEAT IT Event on 19 and 20 December 2026. For this Event, a Ticket holder may use the official Resell functionality provided by ticketing partner Celebratix for as long as, and to the extent that, this functionality is available for the relevant Ticket.

For this first edition, BEAT IT has not set a separate deadline by which a Ticket must be finally personalized before the Event, except for any technical or operational deadlines required for final participant registration, heat allocation, timing or access to the Event. If such a deadline applies, BEAT IT will communicate it in good time through the official ticketing environment and/or Event communications.

A listed Ticket is deemed actually transferred only once the Resell transaction has been successfully completed through the official ticketing procedure. From that moment, the original Ticket holder's participation and access rights for the relevant Ticket lapse and the applicable participant terms apply to the new Ticket holder.

4.3 Flexticket for future Events

For future Events, including Events from 2027 onwards, BEAT IT may offer a Flexticket or a comparable optional Ticket upgrade.

A Flexticket may provide additional flexibility compared with a standard Ticket, including, for example, broader options for a name change, Ticket transfer, changes to participation details or other pre-defined Ticket changes.

The specific rights attached to a Flexticket, the number of permitted changes, any deadlines, exceptions and any additional fees will be clearly stated for each Event in the relevant product description and Ticket terms before purchase. Purchasing a Flexticket grants only the flexibility expressly offered for that specific product.

Unless expressly stated otherwise at the time of purchase, a Flexticket does not provide an independent right to cancellation or a refund and does not automatically provide a right to transfer to another Event, Division, heat, date or location.

4.4 No informal transfer

An informal sale, transfer, sharing of a QR code, race number, timing chip or other access registration outside the official procedure designated by BEAT IT does not change the registered Participant and does not grant the recipient any independent right of access or participation.

At check-in or during participation, BEAT IT may verify that the person using the Ticket matches the valid registration and meets the applicable participation requirements.



4.5 Personal sporting rights

A Ticket transfer, Resell transaction, name change or other change of Ticket holder transfers only the Ticket and the associated eligibility to participate. Results already achieved, Event Scores, ranking points, qualification positions, badges, Championship rights or other personal sporting rights of a Participant are not transferable.

5. No right of withdrawal and cancellation by the Participant

5.1 No statutory cooling-off period for an Event on a fixed date

For Tickets for an Event that takes place on a specific date or during a specific period, there is in principle no statutory right of withdrawal of the kind that applies to distance contracts for leisure activities scheduled for a specific date or period.

5.2 Cancellation by the Participant

If the Participant cancels, is ill or injured, arrives late, misses a briefing, is refused access for failure to meet the participation requirements, or does not attend, there is no right to a refund, except where mandatory law or the terms expressly agreed at the time of purchase for the relevant Ticket or additional Ticket product provide otherwise.

If an official Resell, transfer or other change option is available for the relevant Event, the Participant may use that option only in accordance with Article 4 and the applicable conditions. The existence of such an option does not in itself create a right to a refund from BEAT IT.

5.3 No refund after the start

Once the assigned heat has started, there is no right to a refund if the Participant stops voluntarily, is eliminated, receives a DNF or DSQ status, or is removed from the competition on medical or safety grounds, except where mandatory law provides otherwise.

6. Cancellation, rescheduling and changes by BEAT IT

6.1 Full cancellation

If BEAT IT cancels an Event in full and the Event is not rescheduled to another date, the Ticket price paid will be refunded. Any service or transaction fees will be excluded only to the extent that those fees are genuinely non-refundable and such exclusion is legally permitted.

6.2 Rescheduling to another date

If an Event is moved to another date, the Ticket remains valid for the new date. BEAT IT will set a reasonable period during which a Participant who cannot attend on the new date may request a refund of the Ticket price.

6.3 Change of location

BEAT IT may change the location where reasonably necessary. A move to a location that is reasonably comparable and within the same region does not automatically create a right to a refund. In the event of a material change, BEAT IT will assess the appropriate solution or statutory rights that apply.



6.4 Programme and schedule changes

BEAT IT may change start times, the order of heats, briefing times and other programme elements where necessary for safety, participant numbers, production or operational delivery, provided that the essential nature of the purchased participation is not materially changed.

6.5 Interruption or early termination

If a heat or Event is changed, neutralized, interrupted or terminated early on the Event day due to safety, force majeure, a technical failure or other compelling circumstances, this does not automatically create a right to a refund. BEAT IT will assess the consequences taking into account the circumstances and any rights the Participant has under mandatory law.

7. Access, age and participation requirements

7.1 Minimum age

Participation in Challenger and ELITE is permitted only for persons who are eighteen years of age or older on the competition day. For IMPACT, the age requirements published for the relevant edition in the Event Athlete Guide and registration process apply; for the pilot edition, IMPACT is open to all ages.

7.2 Check-in and identification

The Participant must check in on time and comply with any mandatory briefing and registration procedures. BEAT IT may refuse access where identity or registration cannot be sufficiently verified.

7.3 Competition Rulebook

The Participant is required to comply with the applicable Competition Rulebook, the Event Athlete Guide and binding instructions from race management, officials and medical staff.

7.4 Refusal or removal

BEAT IT may refuse a Participant access, terminate participation or remove the Participant from the Event where this follows from the Competition Rulebook, is necessary for safety or order, or where the Participant commits fraud, disregards instructions or engages in serious misconduct. This is without prejudice to any other rights of BEAT IT.

8. Health, sporting risks and medical decisions

8.1 Personal assessment

Running at progressively increasing intensity involves physical exertion and inherent sporting risks. The Participant is responsible for making a reasonable assessment of their own health, fitness and suitability to participate and should not participate against medical advice.

8.2 Medical authority

The Medical Lead and authorized medical professionals may examine a Participant and immediately terminate participation where continued participation is considered medically or from a safety perspective irresponsible. Such a medical decision cannot be reversed through a sporting protest.



8.3 Emergencies

In an emergency, the Participant must immediately follow the instructions of officials, medical personnel, security staff and emergency services.

9. Liability

9.1 Statutory responsibility

BEAT IT is liable for loss or damage to the extent that such loss or damage is attributable to BEAT IT under applicable law. Nothing in these terms excludes or limits liability to the extent that such exclusion or limitation is not permitted under mandatory law.

9.2 Inherent sporting risks

To the extent permitted by law, the Participant bears the normal, foreseeable risks inherent in participation in a running competition, including fatigue, muscular or joint complaints, falls and incidental contact with other Participants, insofar as these are not the result of a breach or unlawful act attributable to BEAT IT.

9.3 Property

The Participant remains responsible for personal belongings. Unless expressly stated otherwise, lockers and storage facilities are used at the Participant's own risk. BEAT IT is not liable for loss, theft of or damage to personal belongings except to the extent that such loss or damage is attributable to BEAT IT under applicable law.

9.4 Third parties

To the extent that BEAT IT uses independent service providers, such as the venue, Ticket Provider, caterer or medical service, their own terms and statutory responsibilities also apply to their own services. This does not limit any liability that BEAT IT itself has under mandatory law.

10. Force majeure

Force majeure means a circumstance that is not attributable to BEAT IT and that makes performance wholly or partly impossible or reasonably impracticable, including, depending on the circumstances, extreme weather conditions, government measures, serious safety incidents, failure of essential infrastructure, national emergencies, epidemics, strikes affecting essential services or other events outside BEAT IT's reasonable control.

In the event of force majeure, BEAT IT may modify, suspend, reschedule or terminate performance. Any financial consequences will be assessed in accordance with Article 6 and applicable mandatory law.

11. Timing, results, rankings and prizes

11.1 Official results

Sporting results and statuses are determined in accordance with the Competition Rulebook. Live rankings, apps, LED screens and other live information are provisional.



11.2 Publication of results

For the purpose of organizing, administering and publishing the Event, BEAT IT may process and publish the Participant's name, race number, Division, competition category, age category, heat, completed levels, official times, checkpoints, competition status, final position and ranking information, where there is a valid legal basis for doing so.

11.3 Prizes and rankings

Prizes, Event Rankings, season rankings, Provisional Entry Rankings and qualification for the annual APEX 50 Championships are determined and awarded solely in accordance with the Competition Rulebook and the applicable Ranking & Qualification Rulebook.

Challenger and ELITE each have their own annual APEX 50 Championship with a maximum field of 50 men and 50 women per Division. Regular qualification places are awarded on the basis of the final season ranking, subject to the applicable qualification and participation requirements and any wildcard provisions in the Ranking & Qualification Rulebook.

For Challenger and ELITE, 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. Valid results achieved at that Event may result in official Position Points, Completion Points and an Event Score in accordance with the Ranking & Qualification Rulebook.

A sporting DSQ or other sanction may affect prizes, ranking rights, Event Scores or APEX 50 qualification.

11.4 Corrections

BEAT IT may correct published results in the event of administrative errors, timing corrections, an upheld protest, a fraud investigation or another correction permitted under the Competition Rulebook.

12. Personal data and privacy

12.1 Controller

BEAT IT RUN B.V. is the controller for personal data it processes for ticketing, Event organization, safety, timing, results, rankings, communications and other purposes of its own. Where processing is carried out independently by the Ticket Provider or other service providers, that party may act as an independent controller.

12.2 Purposes and legal bases

Personal data may be processed, among other things, for:

- Entering into and performing the participation agreement and administering Tickets;
- Identity and age verification;
- Heat allocation, timing, checkpoint control, results and rankings;
- Safety, administration of medical incidents and incident handling, where necessary and lawful;
- Handling questions, complaints, protests and disputes;
- Fraud prevention and enforcement of the Competition Rulebook;
- Statutory administrative and retention obligations;
- Communications relating to the Event and, where legally permitted, marketing.

For each processing activity, BEAT IT relies on an appropriate legal basis under the GDPR, such as performance of a contract, compliance with a legal obligation, a legitimate interest or consent where consent is legally required.



12.3 Special categories of personal data

Medical and other special categories of personal data are processed only where a specific legal basis exists and only to the extent necessary for the relevant purpose.

12.4 Recipients

Where necessary, data may be shared with parties involved in delivering the Event, including the Ticket Provider, timing provider, IT and communications suppliers, medical services, the venue and competent authorities. BEAT IT enters into appropriate data protection arrangements where legally required.

12.5 Retention periods

BEAT IT retains personal data no longer than necessary for the purpose for which it was collected, unless a statutory retention obligation or a legitimate need for longer retention applies. The specific retention periods are set out in the Privacy Statement published before ticket sales.

12.6 Rights of data subjects

Participants have the rights granted to them under the GDPR, including, where applicable, access, rectification, erasure, restriction, objection and data portability. The Privacy Statement explains how these rights may be exercised and provides BEAT IT's contact details.

12.7 Privacy complaint

A Participant may submit a privacy question or complaint to BEAT IT and also has the right to lodge a complaint with the competent supervisory authority, which in the Netherlands is the Dutch Data Protection Authority (Autoriteit Persoonsgegevens).

13. Photography, video, livestreaming and media

13.1 Event recording

The Event may be professionally photographed, filmed and livestreamed. Participants may be recognizably captured as part of competition recording, atmosphere footage, journalistic/Event reporting, livestreams, recaps and communications relating to BEAT IT.

13.2 Legal basis and transparency

BEAT IT processes visual material only where a valid legal basis exists and informs Participants about this in the Privacy Statement and Event communications. Where consent is legally required, that consent will be requested separately and in an appropriate manner.

13.3 Promotional and commercial use

BEAT IT may use visual material in which Participants appear recognizably as part of the Event for its own editorial communications, Event reporting and general promotion of BEAT IT, where there is a valid legal basis for doing so.

Where an individual Participant is recognizably and prominently highlighted as the subject or face of a commercial advertisement, paid campaign, sponsor communication, endorsement or other individual commercial promotion, BEAT IT will obtain separate prior consent from that Participant where such consent is legally required.



Such consent is separate from the participation agreement and is not inferred from the purchase of a Ticket or participation in the Event. Refusing or withdrawing such consent has no effect on participation in BEAT IT, without prejudice to processing already lawfully carried out before withdrawal.

13.4 Sponsors and partners

The mere fact that a sponsor logo, brand expression or partner activation is visible in Event footage does not mean that personal data may be disclosed to sponsors without restriction. Independent use of identifiable visual material by third parties requires its own valid legal basis and, where necessary, separate arrangements.

14. Communications

BEAT IT may use the e-mail address and/or telephone number provided during registration for necessary service communications about the order, heat allocation, briefing, safety, changes and results.

Marketing communications are sent only where permitted under the applicable rules. A Participant may opt out of marketing without this affecting necessary Event communications.

15. Intellectual property and use of the brand

The BEAT IT name, associated logos, graphic elements, competition materials, formats, documents and other intellectual property rights belong to BEAT IT or its licensors. Participation does not grant any right to use, reproduce or commercially exploit these materials beyond normal personal use.

Personal photographs and videos taken by Participants are permitted to the extent not restricted by the Event Athlete Guide or Competition Rulebook and provided that other Participants, safety, the conduct of the competition and third-party rights are respected.



16. Complaints, protests and disputes

16.1 Sporting protests

Sporting protests and appeals are handled exclusively in accordance with the procedure set out in the Competition Rulebook and the official BEAT IT Protest Form.

16.2 Commercial or general complaints

Questions or complaints concerning ticketing, payments, services or these terms may be submitted using the contact details published by BEAT IT. BEAT IT aims to provide a substantive response to complaints within a reasonable period.

16.3 Privacy complaints

Privacy requests and complaints are handled through the contact channel published in the Privacy Statement.

17. Governing law and competent court

The agreement and these terms are governed by Dutch law, without prejudice to any mandatory consumer protection applicable under the relevant rules of private international law.

Disputes will be submitted to the court having jurisdiction under applicable law. Nothing in these terms limits a consumer's right to bring a dispute before a court that has jurisdiction under mandatory law.

18. Amendments, validity and final provisions

18.1 Amendments

BEAT IT may amend these terms where reasonably necessary due to laws or regulations, safety, technical or operational feasibility, or correction of manifest errors. Material amendments affecting Tickets already purchased will be communicated to the relevant Participants as soon as reasonably possible and do not affect mandatory statutory rights.

18.2 Severability

If any provision is found to be wholly or partly invalid, void or voidable, this does not affect the validity of the remaining provisions. To the extent possible, the relevant provision will be replaced by a valid provision that most closely reflects its purpose and intent without prejudice to mandatory law.

18.3 Language

Where these terms are published in multiple languages, BEAT IT will state which language version prevails. For the pilot, the Dutch-language version prevails unless BEAT IT expressly communicates otherwise in advance.



18.4 Contact details

Organizer: BEAT IT RUN B.V.

Website: www.beatit.run

E-mail: info@beatit.run

Privacy contact: info@beatit.run

Chamber of Commerce no.: 42134935

Address: Rooiseweg 1, 5481SJ, Schijndel, The Netherlands