SWATTRACING

OFFICIAL RULES

HOW RACES WORK.

How you sign up, how you pick your athletes, how points are scored and how you win.

CAPTAIN	RUNNER	WALKER	BIKER	LIBERO
×1 · everything, double	×2 · running	×2 · walking	×2 · cycling	×2 · everything

October 2026 edition.
Replaces all previous rules.

IN SHORT

1. **Sign up a team** in a league. The entry fee, in SWatt, becomes your budget.
2. **Before the start, pick 9 real athletes** within your budget.
3. **At the start your team locks.** From then on, no changes.
4. **Every day you score points** with your athletes' SWatt. Each role counts differently.
5. **The top 3 teams** in each group win SWatt.
6. **Picked athletes get a contract**, paid day by day if they move.

1 WHAT A RACE IS

A race is a competition between teams. It lasts a few days.

The manager builds a team of 9 real athletes: people who use SwattRacing and actually move. On every race day the athletes walk, run or ride, and their SWatt become the team's points.

You can play in two ways, even both at once:

- **as a manager**: you sign up a team and pick the athletes;
- **as an athlete**: you don't sign up, managers pick you.

2 RACE DATES

Every race has four moments. You find them in the app, in the Race section.

SIGN-UP

You sign up and start picking your athletes.

SIGN-UP CLOSES

No new teams can join. Teams already in can still adjust their line-up.

START

Teams lock. Points start counting.

FINISH

The standings become final. Then prizes are paid.

EXAMPLE

WeAreBack race: sign-up from 11 to 13 October 2026, until 22:00. Start on 14 October at 00:01. Finish on 18 October at 23:59.

All times are Italian time (CET/CEST).

3 LEAGUES AND GROUPS

- Every race has 5 leagues: Arcade, Silver, Gold, Platinum and Diamond.
- The league sets the entry fee, the budget and the prizes.
- In each league, teams are split into **groups of 10**. When a group is full, a new one opens.
- You only compete against the teams in your group.

LEAGUE	ENTRY AND BUDGET	1ST PLACE	2ND PLACE	3RD PLACE
ARCADE	1,000	5,000	2,500	1,500
SILVER	5,000	25,000	12,500	7,500
GOLD	10,000	50,000	25,000	15,000
PLATINUM	20,000	100,000	50,000	30,000
DIAMOND	50,000	250,000	125,000	75,000

Values in SWatt, prizes for each group. These are the WeAreBack race values. Entry fees and prizes can change from one race to the next: the ones shown in the app when you sign up apply.

4 SIGNING UP

- You sign up in the app, in the Race section, while sign-up is open.
- Choose the league and give your team a name, from 3 to 30 characters.
- You pay the entry fee with your SWatt: you need enough SWatt in your total.
- The entry fee becomes your team's budget to pay the athletes.
- You can have one team per league. In the same race you can play in more than one league.

5 THE TEAM

A team has **9 spots**: 1 captain, 2 runners, 2 walkers, 2 bikers and 2 liberos.

- Each role scores in a different way (section 9).
- An athlete can fill only one spot in your team.
- You can put yourself in your team too, in any role.
- The same athlete can play for several teams in the group.
- An empty spot scores nothing.

6 MARKET AND PRICES

Each role has its own market. It lists the athletes assigned to your group who earned SWatt in that role in the last 28 days: the runner market shows people who ran, the biker market people who rode. You are always there too.

An athlete's price is their **value in the role** times the **league factor**.

ROLE	VALUE IN THE ROLE
WALKER	Their average daily walking SWatt over the last month
RUNNER	Their average daily running SWatt over the last month
BIKER	Their average daily cycling SWatt over the last month
LIBERO	**Their SWatt Index**
CAPTAIN	**Their SWatt Index × 1.5**

- League factor: Arcade ×0.4 · Silver ×1.5 · Gold ×3 · Platinum ×6 · Diamond ×15. It can change from one race to the next: the app always shows the final price.
- Today's value applies, the same one you see on the athlete's card. If there is no value today, the average of the last 28 days applies.
- For every other team in the group that already picked the athlete, the price goes up by 20%, each time on the previous price.
- The price stays what it was when you picked the athlete.
- Each athlete's card shows the last 4 weeks by activity, the active days and an estimate of the points they score per day in that role.

EXAMPLE

Luca is worth 200 as a runner. In Silver he costs 200 × 1.5 = 300. Two teams in your group already picked him: for you he costs 300 + 20% = 360, then + 20% = 432.

7 THE BUDGET

- Your budget equals the league's entry fee.
- The prices of your 9 athletes together can't go over the budget.
- The budget only exists inside the race: it is not a balance you can spend elsewhere.
- What you spend becomes the athletes' contracts (section 12).

8 YOUR TEAM LOCKS AT THE START

UNTIL THE START YOU PICK AND CHANGE. AFTER THE START, NO MORE CHANGES.

You can pick and change athletes from sign-up until the start. At the start your team locks: no changes and no new spots until the finish.

- Fill all 9 spots before the start. An empty spot stays empty for the whole race.
- If you drop an athlete before the start, their contract is cancelled.
- The team saved at the start is the one that counts.

9 HOW POINTS ARE SCORED

On every race day, each spot brings the team its athlete's SWatt. What counts depends on the role.

ROLE	SPOTS	WHAT COUNTS
CAPTAIN	1	**All SWatt, counted twice**
RUNNER	2	Running SWatt only
WALKER	2	Walking SWatt only
BIKER	2	Cycling SWatt only
LIBERO	2	**All SWatt: walking, running and cycling**

- SWatt from another activity don't count for that spot: a walker who runs scores nothing for the run.
- Athletes score on every race day, from start to finish.
- The team's points are the sum of the 9 spots over all race days.

EXAMPLE

On a race day Giulia earns 300 SWatt walking and 200 running. Here is what she brings the team, role by role:

10 STANDINGS

- Each group has its own standings.
- They update every time an athlete in the group uploads an activity.
- In the app you follow them live, also day by day.
- At the finish the standings become final.

11 PRIZES

- The top 3 teams in each group win.
- The prize is paid in SWatt to the manager, after the finish.
- The manager doesn't get the SWatt the athletes earn: only the prize.
- The amounts are in the table in section 3 and, for each race, in the app.

12 IF YOU GET PICKED: YOUR CONTRACT

- As an athlete you don't sign up: managers pick you. The more consistent you are, the more teams want you.
- The price a manager pays for you becomes your contract.
- Your contract is split equally over the race days.
- Each day's share is paid only if you move that day. If you don't, that share is lost.
- If several teams pick you, you get a contract from each one.
- Managers who put themselves in their team get no contract from it.
- Your own SWatt stay yours: the contract comes on top.

EXAMPLE

You cost 400 SWatt and the race lasts 5 days: 80 SWatt a day. You move on 4 of the 5 days: you get 320 SWatt.

13 SWATT, SWATT INDEX AND LEVELS

- SWatt come from walks, runs and rides recorded with the app.
- The first kilometres are worth more. The cap is 1,000 SWatt a day per sport.
- The SWatt Index is the average of your SWatt over the last 30 days. It rewards moving often.
- Your level depends on your SWatt Index:

ROOKIE	SKILLED	MASTER	PRO	ELITE
0 – 199	200 – 399	400 – 599	600 – 799	800 and up

- The level is shown on the athlete card. It doesn't restrict leagues: every league is open to everyone.
- SWatt are not money and can't be cashed out.

14 FAIR PLAY

- Only activities recorded with the app and stored in SwattRacing's official database count.
- The AI checks every activity. A stretch by car doesn't count.
- Faking activities or trying to alter the results is forbidden.
- If the rules are broken, SwattRacing can exclude a team or an athlete from the race at any time. The decision is final.
- Entry fees, prices and prizes can change from one race to the next. The latest version of these rules, published on swattracing.com, applies.

15 PRIVACY

- In races, other players see your username, profile photo, level and your SWatt from the last 4 weeks.
- How we handle your data is explained in the privacy notice: **swattracing.com/en/privacy**.

SwattRacing · Race Rules · October 2026 edition. This edition replaces all previous rules. The latest version is always at **swattracing.com/en/race**.