

G.O.A.T.

OFFICIAL RULEBOOK

Greatest of All Teams · Season 01 · thegoat.run

This document governs all participants, squads, and conduct at G.O.A.T. Season 01. By registering, all squad members agree to be bound by the rules contained herein. Ignorance of the rules is not grounds for appeal.

01 The Concept

G.O.A.T. — Greatest of All Teams — is India's first team-only running race. No individual entries are permitted under any circumstances.

CORE PRINCIPLES

- A squad consists of exactly 4 runners. No more. No fewer.
- All 4 squad members must register together under one Squad Name.
- No solo entry exists. You cannot participate without a complete squad of 4.
- The race is won and lost as a squad. Individual times are secondary to the squad's Average Time.
- Strategy is a fundamental part of the race. Squads decide who runs each round.

THE FORMAT

G.O.A.T. comprises 5 progressive rounds of decreasing distance. Squads are eliminated after every round. Only the top squads advance.

ROUND	DIST	RUNNERS	ADVANCEMENT	CUT-OFF
Round 01	5 KM	All 4 run	Top 700 squads advance →	45 min
Round 02	4 KM	Any 3 run	Top 400 squads advance →	30 min
Round 03	3 KM	Any 2 run	Top 250 squads advance →	20 min
Round 04	2 KM	Any 2 run	Top 100 squads advance →	12 min
FINAL	1 KM	1 runner only	Greatest of All Teams crowned	5 min

A squad must satisfy BOTH conditions to advance: (1) finish within the cut-off time, and (2) place within the advancing bracket. Failing either condition results in immediate elimination.

02 Registration Rules

SQUAD REGISTRATION

- Registration is accepted only for complete squads of 4.
- Each squad must submit a unique Squad Name at registration. This name appears on bibs and the leaderboard.
- Squad members must be 16 years of age or older on race day.
- There are no gender restrictions. Mixed-gender squads are permitted.
- Each squad must register under one of two categories: Open Squad or Corporate Cup.
- Corporate Cup squads must confirm that all 4 members are active employees of the same organisation.

CATEGORIES

- Open Squad — open to any combination of 4 runners aged 16+.
- Corporate Cup — all 4 runners must be employed by the same company. Corporate squads compete on the general leaderboard AND a parallel Corporate Cup leaderboard simultaneously.

ENTRY FEE & POLICY

- Entry fees are non-refundable under any circumstances. See Section 7.
 - Entries are non-transferable between cities or between seasons.
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03 Entry, Reporting & Start Times

REPORTING TIME

- All squad members must report to their designated reporting zone by the Reporting Time stated in official race-day communications sent to the registered email and phone number.
- Reporting Time is NOT the same as Start Time. Participants are expected to be in their zone, bib on, and ready before the Reporting Time.
- Official race-day communications will be sent in the week preceding the event. It is the participant's responsibility to read and follow these communications.

START TIME

- *The gun goes off at the Start Time. There is no grace period after flag-off.*
- *Any squad whose running members are not at the start line together at flag-off will not be permitted to start that round.*
- *Late arrival after flag-off = disqualification from that round onward.* See Section 5.

⚠ Arriving on time is the squad's sole responsibility. G.O.A.T. does not accept traffic, parking, transport delays, or any other reason as grounds for late-arrival exceptions.

START LINE PROTOCOL

- In any round requiring more than 1 runner, ALL running members for that round must be at the start line together before the gun.
 - Staggered arrivals to the start line are not permitted.
 - Squads must present bibs visibly at the start line for verification.
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04 Race Rules

SQUAD TIMING & AVERAGE TIME

- A squad's rank in each round is determined by its Average Squad Time — the mean finish time of all running members in that round.
- Individual finish times are recorded, but do not appear on the leaderboard. Only Average Squad Time determines rank.
- Average Squad Time = Sum of all running members' finish times ÷ number of runners in that round.
- All running members must cross the finish line within the cut-off time. A running member who fails to finish within the cut-off eliminates the squad.

STRATEGY WINDOW

- Between rounds, the squad has a designated strategy window to decide who runs the next round.
- There are no restrictions on runner deployment. A runner who competed in Round 1 may compete in any subsequent round.
- A single runner may be deployed in every round if the squad chooses.
- Changes after runners have arrived at the start line are not permitted.

RUNNER DEPLOYMENT BY ROUND

- Round 01 — 5km: All 4 squad members must run. No exceptions.
- Round 02 — 4km: Any 3 squad members run. 1 sits out.
- Round 03 — 3km: Any 2 squad members run. 2 sit out.
- Round 04 — 2km: Any 2 squad members run. Runners from Round 03 may repeat.
- Final — 1km: Exactly 1 squad member runs. This is the anchor runner. The squad decides.

BIB & TIMING CHIP

- Every participant must wear their assigned bib visibly on their body at all times during their round.
- The bib contains the timing chip. A runner without a bib will not be timed. An untimed runner means an incomplete squad time — the squad's round is void.
- Bibs are non-transferable. Under no circumstances may a bib be passed to another participant.
- Bibs may not be exchanged with any person inside or outside the squad.

COURSE & CONDUCT

- All runners must complete the designated course in full. Cutting the course at any point results in disqualification.
- Outside assistance — pacing by non-registered individuals, physical assistance, or interference with another squad — results in disqualification.
- All participants must comply with the race instructions at all times.
- There is 1 water station on the run track per round. Runners should hydrate before their round and not rely solely on the on-course station.

05 Disqualification

The following actions result in the immediate and permanent disqualification of the entire squad from the race. There is no appeal process for disqualification.

GROUNDS FOR IMMEDIATE DISQUALIFICATION

- Bib exchange — transferring a bib to any person inside or outside the squad.
- Late arrival — arriving after flag-off of any round.
- Absent squad member — any registered squad member failing to be present on race day without prior written notification to race officials.
- DNF (Did Not Finish) — any running squad member failing to complete their assigned round.
- Course cutting — any runner deviating from the designated course.
- Outside assistance — pacing, physical assistance, or interference from a non-registered person.
- Failure to comply with race instructions.
- Misrepresentation — providing false information at registration (false Corporate Cup status, underage participant, etc.).
- Misconduct — abusive, threatening, or unsportsmanlike behaviour directed at officials, marshals, or other participants.

⚠ Disqualification is applied to the entire squad regardless of which individual committed the offence. Every squad member is responsible for the conduct of their squad.

06 Leaderboard & Results

- The leaderboard is dynamic and updates in real time after each round on race day
 - Only Average Squad Time is displayed on the leaderboard. Individual times are not published.
 - A corporate squad that reaches the Final Round and posts the fastest Average Squad Time among corporate participants wins the Corporate Cup — regardless of overall placement.
 - Results are considered final 15 minutes after the close of each round. Any timing disputes must be raised with the Race Director within this window.
 - G.O.A.T. reserves the right to correct timing errors at any point before the official results declaration.
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07 General Policies

REFUND POLICY

- All entry fees are strictly non-refundable.
- There are no transfers between cities or seasons.
- In the event of race cancellation due to circumstances beyond G.O.A.T.'s control (force majeure, government restrictions, severe weather), G.O.A.T. will communicate options to registered squads.

LOST & DAMAGED PROPERTY

- G.O.A.T. and Spectacom Global accept no liability for lost, stolen, or damaged personal belongings at the venue.
- Lost or damaged bibs and timing chips are the participant's responsibility. Replacement bibs cannot be issued
- Baggage storage is available at the venue. Unclaimed baggage after the event is not the responsibility of G.O.A.T.

HEALTH & SAFETY

- Participants compete at their own risk. G.O.A.T. strongly recommends all participants undergo a medical check before race day.
- G.O.A.T. will have first aid facilities on site. In the event of a medical emergency, a runner must withdraw. DNF rules apply.
- Minimum age is 16 years on race day.

PHOTOGRAPHY & MEDIA

- By participating, all squad members consent to being photographed and filmed for G.O.A.T.'s official media use.
 - Official race photography is available as an optional paid add-on at registration. Post-race purchases are available at a higher price.
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08 Final Authority

The Race Director's decision on all matters relating to the race is final. This includes but is not limited to: timing disputes, disqualification, course incidents, and conduct violations.

G.O.A.T. reserves the right to amend these rules at any time. Updated rules will be communicated via official channels at thegoat.run and via registered email.

These rules apply to all participants at all G.O.A.T. Season 01 events across all cities.

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