



AMG
M O T O R S P O R T

Mercedes-AMG Motorsport eRacing Competition 2018

SPORTING REGULATIONS

VERSION 1.0



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A. GENERAL INFORMATION

§1 Introduction

The Mercedes-AMG Motorsport eRacing Competition is an international competition which turns the virtual into reality. It is staged by the Mercedes-AMG Motorsport DTM team and takes place on the “RaceRoom Racing Experience” racing simulation. You can access the competition via the platform race hub DTM: mercedes-amg-motorsport.com/eracing

Each qualifying competition will run up to and including the Sunday prior to the respective DTM race weekend. On the Sunday of the DTM race weekend, the 18 best online drivers in each case will compete against each other. The multiplayer races will be streamed on Facebook Live and YouTube and broadcast on the Mercedes-AMG Motorsport Experience World.

The five best-placed racers after the end of the championship will be invited to the final DTM race at the Hockenheim race circuit. There they will contest the final virtual race against the six Mercedes-AMG Motorsport DTM drivers.

The most successful players will be given the chance to participate in an AMG Driving Academy event organised by Mercedes-AMG.

The Mercedes-AMG Motorsport eRacing Competition will take place alongside the DTM season.

§2 Glossary

- Driver: Person that drives in the competition.
- Livery: ‘Paint job’ of a car. Also referred to as ‘skin’.
- Race Server: In-game room drivers join to participate in an event.
- Staff: Person(s) organising the leagues for RaceRoom.
- Text Chatting: Use of the in-game chat function which drivers can use to send text messages to other competitors and/or staff.
- Voice Chatting: Speech between two or more persons, usually via Discord, but refers to contact through any other software.

§3 Staff List

Robert Wiesenmüller
Georg Ortner
J-F Chardon
Michael Bell

The „RaceRoom“ and „Sector3“ accounts on the forum also count as staff.

Staff for the On-Track Events and Live Event Final may vary and will be announced at a later stage.

The Staff can be contacted via e-Mail at competition@raceroom.com



§4 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the Mercedes-AMG Motorsport eRacing Competition is agreeing to having understood the rules, and is agreeing to obeying to the rules. By entering, you are bound to the rules. Failure to understand the rules is not an excuse.
If you have questions about certain rules, ask the staff via e-Mail.

4.2 General Behaviour

Every driver participating in any event of the Mercedes-AMG Motorsport eRacing Competition must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion of the events.

4.3 Cheating and usage of external software

It is not allowed to use external programs or data that alter the functions of the simulation in order to gain a competitive advantage. Drivers caught cheating in any part of the championship will be excluded from all parts of the Mercedes-AMG Motorsport eRacing Competition.
In case no usage of software can directly be proven in the files, but due to video evidence, it is still obvious that the driving behaviour of the car cannot be explained with normal game functions, a ban on video evidence is also possible.

4.4 Accounts

You have to enter your real name in your RaceRoom ingame account in order to participate. Fake names or names with clan tags are not allowed and if you use them, you will not be invited to the online multiplayer races and you are not eligible for prizes.
Multiple accounts and ban evasion are not allowed and will result in a permanent exclusion from all RaceRoom events.

4.5 Decisions by the Staff

The decisions made by the RaceRoom staff are binding. If a situation is not covered by the rules, the RaceRoom Staff will have the final decision on it. Any statements made by the RaceRoom Staff on the Forums, at Events, in Text Chatting or in Voice Chatting, that are specified as rules, also count as rules and have to be accepted by all drivers.



§5 Organiser

5.1 Organiser of Mercedes-AMG Motorsport eRacing Competition

Daimler AG
Epplestraße 225
70546 Stuttgart

5.2 Organiser of Mercedes-AMG Driving Academy events

Mercedes-AMG GmbH Daimlerstraße 1
D-71563 Affalterbach

§6 Declaration of Consent

The winners agree that their names will be announced in a press release published through the channels of Mercedes-AMG Motorsport.

The winners agree, that the Daimler AG respectively their business partners within the finale of the Mercedes-AMG eRacing Competition make and broadcast photographs and movie recordings (e.g. internet stream), on which the winners are identifiable as well as statements, interviews and similar captured on audio and video. The Daimler AG is entitled to use these recordings.

§7 Data Privacy

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Germany. Only the personal data that is required to handle the competition and prize is collected and forwarded onto partners of Daimler AG. All employees and partners of Daimler AG are obliged by Daimler AG to maintain data secrecy. Data is only transferred to state agencies or authorities within the framework of legal regulations. The participant agrees to this. The data is deleted after the competition has been carried out.

§8 Premature Termination of the Competition

Daimler AG has the right to terminate or cancel the Competition at its discretion at any time. No claims can be derived from any premature termination.

Daimler AG has the right to exclude one or more participants from taking part in the competition in the event of any manipulations or attempted or suspected manipulation.

§9 Changes

Daimler AG explicitly reserves the right to amend or modify these conditions at any time, with effect for the future. The competitors shall be notified about this at a suitable point.

**§10 Disclaimer of liability**

Except in the case of gross negligence and intent, Daimler AG shall not be liable for damages, losses or impairments resulting from the fact that the participant's ability to participate in this promotion is restricted or prevented. Daimler AG shall also only be liable for damages, losses or impairments resulting from the participation in this action, acceptance or use of the profit in the event of gross negligence and intent. The liability for damages resulting from injury to life, limb, health or essential contractual obligations and in accordance with the Product Liability Act remains unaffected by the above limitations and exclusions of liability.

§11 Disclaimer/ Jurisdiction/ Severability clause

Recourse to the courts is not permitted. The law of the Federal Republic of Germany applies exclusively. In the event of a dispute, Daimler AG's registered office is the place of jurisdiction. If any of the abovementioned provisions in these conditions of entry should be ineffective or contain a loophole, the other provisions shall remain unaffected by this. Ineffective or incomplete provisions shall be maintained with effective content which comes as close as possible to reflecting the sense of the ineffective content.

By participating, the user automatically accepts the conditions of entry.

C. SPORTING REGULATIONS**§12 Calendar**

Circuit:	Start of qualifying competition:	End of qualifying competition:	Multiplayer race live:	Car class:
Hockenheim	20.04.2018	29.04.2018	06.05.2018	DTM 1992
Lausitz	30.04.2018	13.05.2018	20.05.2018	DTM 1992
Budapest	14.05.2018	27.05.2018	03.06.2018	DTM 1995
Norisring	28.05.2018	17.06.2018	24.06.2018	DTM 1995
Moscow	18.06.2018	08.07.2018	15.07.2018	DTM 2003
Zandvoort	09.07.2018	05.08.2018	12.08.2018	DTM 2003
Nürburgring	06.08.2018	19.08.2018	26.08.2018	DTM 2005
RedBull Ring	20.08.2019	02.09.2018	09.09.2018	DTM 2005
Hockenheim	03.09.2018	16.09.2018	23.09.2018	DTM 2015



§13 Participation

13.1 Eligibility

As long as you have read and agreed to the rules of this rulebook, and there are no outstanding bans, you are free to enter the championship.

RaceRoom staff has the right to deny any entries without giving reasons.

You have to use the e-Mail address with which you registered on RaceRoom for official e-Mail correspondence.

13.2 Entry fees

The entry into the championship is completely free.

13.3 In-game content

You do not have to own or purchase any content in order to participate in the league. The cars and the respective track that you qualified for will be added to your in-game account by the Staff for the race, and will be removed again afterwards.

13.4 Qualifying for the online multiplayer events

Qualifying sessions will be accessible via the following link:

<http://game.raceroom.com/championships/17>

Each race has its own qualifying competition. You need to qualify for each event individually.

After the end of the respective qualifying competition, the 18 best online drivers will be invited by e-mail to participate in the live multiplayer race and must confirm their participation in writing by no later than the Thursday, 12 noon (CEST) before the multiplayer race. If the commitment is not given by the deadline, the qualifier may be replaced by the next participant from the respective ranking list. It shall be up to the organiser to decide whether a replacement is made.

If you cannot participate, and you know so during the confirmation period, please tell us that you cannot attend and your spot will be allocated to another driver. There are no negative consequences to this.

Once you have confirmed your presence, you are expected to show up for the event.

If you miss one event for which you have confirmed your presence, you will receive a warning. If you miss a second event, you will be excluded from any further events from the championship. Late absence reports are not possible and will be ignored.

13.5 Liveries

Liveries will be assigned by the race direction.

13.6 Team and Community

When you qualify for your first Online Multiplayer Race, you can specify a team or a community that you will be representing during the Championship. There are no point tables for teams or communities; however the names will be used for promotional materials and the broadcast



commentary. It is not necessary to specify a team or a community. Any offending or discriminatory names will be rejected by the Staff.

§14 Race Format, Championship and Points

14.1 Race Format

12:45 CEST	Free Practice	30 minutes	
13:15 CEST	Qualifying	10 minutes	open session
13:25 CEST	Race 1	20 minutes	standing start, no formation lap

14.2 Server settings

Difficulty: GetReal
Fuel Usage: Normal
Tyre Wear: Normal
Mechanical Damage: On
Damage: Realistic
Qualifying: Unlimited laps, open session
Formation Lap: No
Type of Start: Standing
Time Scale: Normal
Fixed Setups: No
Flag Rules: Disabled (this will change to "Complete" once the system works flawlessly)
Cut Rules Penalties: In-Game, slowdown penalties
Mandatory Pitstop: Off
Automatic Clutch: Allowed
Automatic Gears: Allowed
Game time: Noon
Weather: Default
DRS: Allowed on DTM 2015, unavailable on other cars

14.3 Server information

Server information and passwords will be distributed via e-Mail.

14.4 Joining and leaving the server

Joining the server has to be done in the practice session at the beginning of the event.
Leaving the server before the session swaps over is not allowed. If your name is missing from the server result file because you left the server too early, it is your personal problem and you will not score points.
It is recommended to save the results files, and to take a screenshot of the race results ingame, in case complications with the results occur.



14.5 Point Allocation and Championship

The points scored will be added to form a championship table.

Position	1	2	3	4	5	6	7	8	9	10
Points	25	18	15	12	10	8	6	4	2	1

The championship standings can be viewed at

<http://game.raceroom.com/championships/17#standings>

At the end of the season, the driver with the most points wins the championship. In case of a tie, the amount of wins count, then 2nd place finishes count, then 3rd place finishes etc. If all results are the same, the first leaderboard time of the season is the deciding factor.

Penalty points will be subtracted from the score of the driver.

§15 On-Track Etiquette

15.1 Important basics

First of all, make sure that you are always in control of your car. This is the most important rule. Inability to control your car is not an excuse if you cause an accident.

Remember at all times that you are driving with other humans. So stay humble, and race with respect.

Also remember, you are in an official competition hosted by AMG and Mercedes, competing with your real name. You do not want to make a fool out of yourself.

15.2 Start phase

In the start phase, you have to be extra careful. It is very easy to cause an accident affecting many cars. Start phase accidents will be penalized more harshly.

15.3 Overtaking and defending

Overtaking is one of the most crucial parts of racing. All drivers involved in an overtaking move must show respect and drive with care. Do not force a chasing car off the track by leaving too little room. Do not change your line in the braking zone. If the attacking car is alongside going into a corner, drivers must adjust their line to avoid contact. Blocking a car that has an overlap is not allowed. An overlap is defined that the front of the attacker's car is at least next to the rear tyres of the defender's car. When you exit a corner and the car on the outside has an overlap, you have to leave enough space for the car so that it does not have to leave the track.

Excessive divebombing is also not allowed.

15.4 Track Boundaries

The track boundaries are as follows: 2 wheels always on track, kerbs count as track. Track-specific exceptions will be explained on the forum. When you exceed the track boundaries, you will see a black and white flag on your screen and you are expected to give back the time gained.



Exceeding the track boundaries is not allowed and will be automatically penalized with a slowdown penalty. You will see a time on your display. This time signals how much you actually have to slow down compared to the racing speed. Therefore, simply using a braking zone to solve the penalty will not work. If you ignore the slowdown penalty, the time will raise and eventually you will automatically be slowed down. During a slowdown penalty, your car is set to non-collidable.

15.5 Race Line

In terms of race line participants can protect their position by changing line once. Excessive weaving and blocking is not allowed. If you re-enter the track, you have to be extremely careful and should not defend against the cars on track that are approaching with higher speed.

15.6 Qualifying

In qualifying, it is your own responsibility to find free space on the track when starting a hot lap. A car on a hot lap does not have to yield for a faster car approaching from behind. If you are on an in- or out-lap, however, you have to let faster cars pass you without blocking them. If you are on a fast lap approaching a slow car, flashing your lights is a way of notifying them that you're on a fast lap. You are allowed to press escape during qualifying to return to the pits.

15.7 Lapping

When being lapped, a participant needs to have a predictable trajectory and keep a regular trajectory and speed. Excessive maneuvers such as braking earlier/harder or changing lines to try and facilitate the lapping usually end up in misunderstandings. Participants need to be aware of their surroundings and yield to a car lapping them by simply not fighting for position. Blue flags will be signalled in game. Ignoring blue flags will lead to an automatic penalty by the software.

15.8 Retirement

You are allowed to press escape during the race to return to the pits. It will end your race.

15.9 Connection

It is your responsibility to make sure that you have a stable internet connection. Gaining an advantage due to a bad connection is not allowed. Incidents caused by lag will be deemed to be the fault of the lagging driver. Drivers with a repeatedly bad connection can be excluded from the competition.

15.10 In-Game Chat

Using the in-game chat during qualifying and race is not allowed.



§16 Flag signals and their meaning

16.1 Yellow flag

Please be extra careful when you see a yellow flag on your screen.

16.2 Blue flag

Blue flag indicates a faster car approaching from behind, and is typically shown on your out lap or when being lapped. Let the driver pass safely to avoid a penalty. Ignoring blue flags will result in a penalty.

16.3 Black and white diagonal flag

A black and white diagonal flag signals when you go off the racing surface. You have to slow down to give back any advantage gained by cutting the track.

16.4 Black flag

A black flag indicates a disqualification.

§17 Incidents and Penalties

17.1 Definition of Incidents

"Incident" means any occurrence or series of occurrences involving one or more drivers, or any action by any driver, which is reported to the stewards by other drivers which include (but is not limited to):

- Causing a collision which disadvantages competitors.
- Forcing a driver off the track.
- Illegitimately preventing a legitimate overtaking manoeuvre by another driver.
- Illegitimately impeding another driver during overtaking.
- Dangerous driving.
- Using in-game text chat during qualifying or race sessions
- Lack of respect, foul language or bad attitude towards other drivers, staff, or the spectators
- Violations of track boundaries
- Unsafe track entry

17.2 Reporting Incidents

17.2.1 Report procedure

If you feel like another driver has disadvantaged your race, you can report him to the stewards by sending an E-Mail to competition@raceroom.com . The report has to be written according to the following template:

Your name:
Offending driver:
Event and race:
Lap and corner:
Short description of the incident:

Separate incidents have to be covered in separate reports. You do not have to send in a video of your incident. Videos will be ignored. If you don't know on which lap the incident happened, you can open an overlay in the replay section of RaceRoom. In order to do that, you need to assign a key for "Cycle Replay HUD Elements" (in Secondary Controls) and then press the key once you have loaded up the replay.

The staff will not investigate without a report, unless there were extreme forms of misbehaviour by the drivers.

17.2.2 Rules for reports

You can only report incidents which have affected *your* race. Also, incident reports have to be sent in by *you*, with the e-Mail address that you have registered with on RaceRoom. Reporting incidents for your teammate, or reporting scenes that have no influence on your race, is not allowed and the reports will be ignored.

You have to attach your replay file of the race to the e-Mail, otherwise your report will be ignored. Make sure that you have Replays enabled in your game.

17.2.3 Deadline for reports

Incident reports have to be sent in between the Monday after the race, 00:01 GMT and Monday, 23:59 GMT. Please note that there is a *cool-down-period* directly after the race. Reports sent in before or after will be ignored.

17.2.6 Appealing penalties

Appealing penalties after the fact is not possible.

17.2.7 Conduct with report and defence statements

Any reports that contain disrespectful or discriminatory comments towards the race direction or other competitors will be ignored, and the offender will be excluded from future events of the Mercedes-AMG Motorsport eRacing Competition.

17.2.8 False reports

If a driver repeatedly reports incidents that have not happened, he will be penalized himself.

17.3 Penalties

17.3.1 Introduction to penalties

In this championship, you can only receive points penalties. Points penalties have two functions: First of all, they will reduce your overall points score.. Secondly, they count as license points.



17.3.2 Penalty point catalogue

A regular penalty is 5 points.

In cases where no driver is disadvantaged, but the offending driver still broke the rules, such as (but not limited to) careless driving, contact with no position loss, track limit infringements with no advantage gained, the penalty may be reduced to a warning.

In cases such as (but not limited to) disadvantaging a large group of drivers due to contact, very careless driving, repeated track limit infringements to gain an advantage, the penalty may be increased to 10 points.

In severe cases, such as (but not limited to) disadvantaging a large group of drivers on the first lap, extremely careless driving, constant track limit infringements to gain an advantage, the penalty may be increased to 25 points.

Extreme cases, such as (but not limited to) cheating or deliberately wrecking another driver will lead to a 25 point penalty and to an instant ban from ALL events of the Mercedes-AMG Motorsport eRacing Competition, regardless of license points scored.

Repeat offenders may have to face a harsher penalty.

This penalty point catalogue is not complete. If you find a new way to break the rules which is not covered here, you will still receive a penalty. Also, the stewards can adjust these penalties according to the circumstances.

17.3.3 License points system

When you receive 25 penalty points total, you will be banned from participating in the next race. You can qualify on the leaderboard, but you will simply not receive an invitation e-Mail.

When you receive 40 penalty points total, you will be banned from the remainder of the season, including the final event.

License points cannot be dropped, removed or taken back.

§18 Other rules

18.1 Exceptions for external programs

As stated in 4.3, usage of external software that alters the game functions is not allowed.

For clarification, the usage of certain programs is allowed, as long as they are used in their intended function.

Programs that are allowed:

- Crewchief
- Wheel software, such as Logitech Profiler
- Dashboard apps
- Setup and telemetry tools, such as Motec or Justrace
- similar software that doesn't alter the game functions

If you are unsure about a program, you should ask the staff before using it.



§19 Final Event

At the end of the championship, the five winners of the competition will be notified in writing by e-mail. The winners are obliged to confirm their participation in the final virtual race by no later than Wednesday, 26 September at 12 noon. The winners declare that they agree to their names being disclosed in a press release which is published via the channels of the Mercedes-AMG Motorsport. For the final round in Hockenheim (12-14 October), Daimler AG will pay the costs of travel to the venue (Car: reimbursement according to 2nd class rail fare, Rail: reimbursement 2nd class, Flight: reimbursement Economy class), accommodation and a VIP ticket from Saturday to Sunday and access to the event on Friday.

The day of arrival is Friday, 12 October. The final race will take place on 12 October in the VIP area of the Mercedes-AMG Motorsport.

The five best online drivers will take part in the final virtual race against the six Mercedes-AMG DTM drivers.

§20 Prizes

The prizes will be paid out for the top 3 drivers of the final event.

1st prize: Three-stage AMG Driving Academy RACETRACK training incl. travel there and accommodation with coaching by an AMG brand ambassador (e.g. Karl Wendlinger or Bernd Schneider) and racing driver during one of the training sessions

- a. AMG PERFORMANCE training
- b. AMG ADVANCED training
- c. AMG PRO training

2nd prize: Two-stage AMG Driving Academy RACETRACK training incl. travel there and accommodation.

- d. AMG PERFORMANCE training
- e. AMG ADVANCED training

3rd prize: Single-stage AMG Driving Academy RACETRACK training incl. travel there and accommodation.

- f. AMG PERFORMANCE training

You can find the terms and conditions of the AMG Driving Academy [here](#).

Any payout of the prize in cash and transfer of the prize to other people is ruled out.

§21 Broadcasts

The multiplayer races will be streamed on Facebook Live and YouTube and broadcast on the Mercedes-AMG Motorsport Experience World, with English commentary.