

E-Motorsports

Asia GT-Challenge 2018

Official Rule Book

Version 1.1

Brought to you by:



A. GENERAL INFORMATION

§1 Introduction

The E-Motorsports Asia GT-Challenge is a simracing event on the simulator RaceRoom Racing Experience, featuring the GT3 cars. The Malaysia e-Sports GT3 Championships is hosted by The Rift, 3rd Floor, North Court, MidValley Megamall, Kuala Lumpur, Malaysia and organized by RaceRoom Entertainment GmbH, Aspachweg 14, 74427 Fichtenberg, Germany.

This championship is open to all asians or anyone who resides in Asia countries. The final multiplayer race for each rounds will be held at The Rift, , 3rd Floor, North Court, MidValley Megamall, Kuala Lumpur, Malaysia. All qualifiers are bound to travel to this location at their own expense to accumulate championship points.

§2 Glossary

- Division: Split of drivers according to their leaderboard time.
- Driver: Person that drives in the RaceRoom league.
- Forums: Online discussion area, found here: <http://forum.sector3studios.com>
- 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

RaceRoom Staffs

Jimmy Lim

Robert Wiesenmüller

The Rift Staffs

Amir

Zilla

Arriz

Guganesvaran

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 jimmy@raceroom.asia

§4 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the E-Motorsport Asia GT Challenge 2018 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 will be penalized or getting banned from the race.

If you have questions about certain rules, ask the staff via e-Mail jimmy@raceroom.asia

4.2 General Behaviour

Every driver participating in any event of the E-Motorsport Asia GT Challenge 2018 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 E-Motorsport Asia GT Challenge 2018

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 in-game 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 Disclaimer

The rule book can be changed by the Staff at any point. The version number of the rule book is specified in the header.

Each member participating in any RaceRoom event grants to RaceRoom, its authorized agents and assigns, an exclusive license to use and sub-license his or her name, likeness and performance, including photographs, images and sounds of such competitor and/or any vehicle that competitor drives in the event, in any way, medium or material for promoting, broadcasting, recording or reporting any RaceRoom event before, during and after such event. Each competitor hereby relinquishes to RaceRoom exclusively and in perpetuity all rights thereto for such purposes.

B. LEADERBOARD HOTLAP COMPETITION

§6 Introduction to the Leaderboard Hotlap Competition

The Leaderboard Hotlap Competition is the place where you can prove your ultimate pace over one lap. For each race, the top 10 drivers Online will qualify to join the final race at The Rift with 10 other drivers from The Rift which will be broadcast live. Only top 20 online (10 from online leader board and 10 from The Rift) drivers from Asia countries will be selected and will be invited to the race via E-Mails. Reserves driver lower than position 10 in the leaderboard will be contacted if the top 10 drivers do not confirm their attendance within 3 days. The reserve driver needs to confirm their attendance within 48 hours. If you are a driver from outside of Asia, and still want to attend, you need to send an e-Mail to the staff before the end of the leaderboard competition.

§7 Participation

7.1 Eligibility

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

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

7.2 Entry fees

The entry into the online hotlap competitions is 300 VRP for each round of the race.

The entry fees for The Rift Hotlap Competition is MYR15 for 10 minutes trial or RM68 for 8 x 10 minutes

7.3 Entry process

Online

You need to have RaceRoom Racing Experience installed on your computer in order to participate. You need to purchase at least one GT3 car and all the tracks listed in this competition to participate the event. All you have to do is to launch your game and go to Competitions. There you can pick the

respective leaderboard competition. For each round in the championship, you will be charged 300 VRPs. You can do unlimited times of laps.

The Rift

Purchase entrance ticket to join the offline Hotlap Challenge.

RM15 per trial or purchase bundled for RM68 for 8 trials.

7.4 Car choice

The following cars are eligible as choices:

- AUDI R8 LMS
- CALLAWAY CORVETTE C7 GT3-R
- MERCEDES AMG GT3
- PORSCHE 911 GT3 R
- AUDI R8 LMS ULTRA
- BMW ALPINA B6 GT3
- BMW M6 GT3
- BMW Z4 GT3
- BENTLEY CONTINENTAL GT3
- CHEVROLET CAMARO GT3
- CHEVROLET CORVETTE Z06.R GT3
- FORD GT GT3
- FORD MUSTANG GT3
- MCLAREN 650S GT3
- MCLAREN MP4-12C GT3
- MERCEDES-BENZ SLS AMG GT3
- NISSAN GT-R GT3
- P4-5 COMPETIZIONE

You can use multiple cars and liveries for each round of the leaderboard competition. There are no restrictions. It also has no influence on which car you drive in the Online Multiplayer Races.

§8 Calendar

Circuit	Qualifying Period	Multiplayer
1. Shanghai GP	19/2/18 – 4/3/2018	11/3/2018
2. Chang Full Circuit	5/3/2018 – 18/3/2018	25/3/2018
3. Sepang GP	19/3/2018 – 1/4/2018	8/4/2018
4. Nürburgring GP	2/4/2018 – 15/4/2018	22/4/2018
5. Suzuka GP	16/4/2018 – 29/4/2018	6/5/2018

The detailed starting and finishing times can be found in-game on the Competitions page.

§9 Hotlap Format

9.1 Amount of laps

You can set an unlimited amount of laps on the date specified in the race calendar (Refer section §8)

9.2 Hotlap Settings

Difficulty: open

Fuel Usage: off

fixed Tyre Wear: Off

Mechanical Damage: Off

Damage: Off Fixed Setups:

No Flag Rules: Enabled

Cut Rules Penalties: Enabled

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Noon

Weather: Default

Ghost: Allowed

Racing line: Allowed

Challenge host of other drivers: Allowed

Challenge racing line of other drivers: Allowed

9.3 Qualifying for the On-Site Multiplayer Race (The Rift)

The first 10 drivers of the leaderboard will qualify for the on-site race and will be invited via e-Mail. If drivers cannot attend or do not respond, the grid will be filled up once with the drivers from position 11 and below. If the backup drivers cannot attend, the grid will not be filled up.

9.4 Track boundaries

Automated cut-track detection

The track boundaries are whatever is defined as legal by the automated cut-track detection of RaceRoom. When you exceed the track boundaries, you will see a warning on your screen and your time will automatically be disallowed.

Abusing bugs in the track cut detection, such as (but not limited to) skipping entire corners or sectors is forbidden. This also counts for skipping corners on the outer lap. Laptimes achieved on this way will be deleted. This also counts for your outer lap.

§10 Leaderboard overall standings

10.1 Leaderboard overall points

For each round of the leaderboard, drivers will receive points . The fastest driver will receive 1000 points, while the drivers behind will receive points based on the percentage they were off. These points do not count towards the Online Multiplayer Championship in any way. Throughout the season, these points will be accumulated and Leaderboard overall standings will be listed in the portal of the game RaceRoom Racing Experience.

C. ON-SITE MULTIPLAYER CHAMPIONSHIP

§11 Introduction to the On-Site Multiplayer Championship

The On-Site Multiplayer Championship is the core of the E-Motorsport Asia GT Challenge 2018 Top 10 drivers from The Rift and top 10 drivers from the online leaderboard will compete for glory and points in 5 races. All these races will be broadcasted live. The winner of the championship will become the E-Motorsport Asia GT Challenge 2018 Champion.

§12 Participation

12.1 Eligibility

As long as you have read and agreed to the rules of the Online Multiplayer Championship, 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.

12.2 Software and Hardware

The On-Site Events will be executed on the Racing Simulation: RaceRoom Racing Experience - Events Version.

The event version of the software can operate offline and does not require participants to login manually to their online game account(s). Participants do subsequently not need to own the cars and track used in the competition on their game account.

Car Setup and Steering settings are set to the car default. Various other settings such as (and not limited to) controller, graphic, sound settings are also default and cannot be modified.

It is not allowed to use programs or data that alter the actual functions of the simulation in order to gain a competitive advantage.

Contestants will race on equally equipped RaceRoom simulators with Fanatec wheels and pedals.

Participants are not allowed to perform settings tweaks on the wheels and/or pedals.

5.1 speakers systems are built into the rigs, but are also free to bring their personal headphones with a standard jack plug.

12.3 Entry fees

The entry into the championship is completely free as long as you are qualified on the leaderboard.

12.4 Qualifying for the on-site multiplayer events

In order to qualify for the On-site Multiplayer Race, you need to finish in the top 10 overall on the Leaderboard Hotlap Competition on the respective track either online or at The Rift.

You can see the times when the leaderboard is open in the calendar below. The leaderboard will always be open as soon as the previous leaderboard closes and will always close 1 week before the multiplayer race.

All the leaderboards will be closed a week before the multiplayer race starts. So make sure you are in the top 10 on the leaderboard to qualify for the multiplayer race.

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

Once you have posted a time in the top 10, and once we have checked that there are no outstanding bans against you, you will receive an e-Mail by RaceRoom in which you are asked to confirm your attendance for the Online Multiplayer Race. You have time until the Wednesday before the event, 23:59 GMT+8, to confirm by replying to the e-Mail.

If there are drivers does not accept a spot in the race or failed to respond, a second group of drivers (position 11 onward from the leaderboard in the respective division) will be invited to fill up the spots. They will have 48 hours to respond and to accept or decline the spot. A deadline will be specified in the e-Mail.

If these drivers declined their spot or fail to respond, the grid will not be filled up.

If you cannot participate, and you know so during the confirmation period, you can simply not reply 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.

12.5 Car choice

The following cars are eligible as choices:

- AUDI R8 LMS
- CALLAWAY CORVETTE C7 GT3-R
- MERCEDES AMG GT3
- PORSCHE 911 GT3 R
- AUDI R8 LMS ULTRA
- BMW ALPINA B6 GT3
- BMW M6 GT3
- BMW Z4 GT3
- BENTLEY CONTINENTAL GT3
- CHEVROLET CAMARO GT3
- CHEVROLET CORVETTE Z06.R GT3
- FORD GT GT3
- FORD MUSTANG GT3
- MCLAREN 650S GT3
- MCLAREN MP4-12C GT3
- MERCEDES-BENZ SLS AMG GT3
- NISSAN GT-R GT3
- P4-5 COMPETIZIONE

Car choice is open for each event.

12.6 Elimination Heat

During the on-site multiplayer event, there will be 2 heats of races between the 20 drivers to eliminate 10 drivers. The first heat is the top 10 drivers qualified from The Rift, Then the second heat will the top 10 drivers qualified from online. Each heat will eliminate 5 drivers and the top 5 finishers will make it to the final round.

§13 Calendar

Circuit	Qualifying Period	Multiplayer
1. Shanghai GP	19/2/18 – 4/3/2018	11/3/2018
2. Chang Full Circuit	5/3/2018 – 18/3/2018	25/3/2018
3. Sepang GP	19/3/2018 – 1/4/2018	8/4/2018
4. Nürburgring GP	2/4/2018 – 15/4/2018	22/4/2018
5. Suzuka GP	16/4/2018 – 29/4/2018	6/5/2018

If there are problems with any of the tracks, the Staff has the right to change the calendar during the season.

§14 Race Format, Championship and Points

14.1 Race Format

14.1.1 Race Format

14:00 GMT+8 Registration for all qualified racers

15:00 GMT+8 Heat #1 20 minutes standing start (Top five On-Site vs Last five Online Leaderboard)

15:30 GMT+8 Heat #2 20 minutes standing start (Top five Online vs Last five On-Site Leaderboard)

18:30 GMT+8 Final Race 20 minutes standing start, no formation lap (Top 5 finishers from Elimination Heats)

14.1.2 Server settings for all Divisions

Difficulty: GetReal

Race Time: 20 minutes

Fuel Usage: Normal

Tyre Wear: Normal

Mechanical Damage: On

Damage: Realistic

Qualifying: Unlimited laps, open session (Nordschleife: private)

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

Mandatory Pitstop: Off

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Noon

Weather: Default

14.1.3 Server crashes and restarts

Once a race is started, it will not be restarted. It doesn't matter if the server crashes or if there is a big accident. Races will never be restarted.

If less than 50% of the original race distance is completed when the server crash occurs, no points are being awarded.

If between 50% and 75% of the original race distance is completed when the server crash occurs, half points are being awarded.

If more than 75% of the original race distance is completed when the server crash occurs, full points are being awarded.

14.1.4 Simulator's Hardware Crashes

All computer systems and hardwares are prone to fail at some point where we couldn't estimate when or how. If a hardware failure occurs during the race, you must inform it immediately to the technical staffs. It is up to the racer himself/herself to decide whether to continue the race with the hardware failure or to retire. If the simulators had a problem which is unrecoverable, the driver is considered retired automatically. The race will not be restarted after it enters qualifying session.

14.2 Point Allocation

14.2.1 Points system

The point allocation follows the system of the standard FIA Point System. Points will be awarded for the final race and not for the elimination heats.

1st place - 25 pts

2nd place - 18 pts

3rd place - 15 pts

4th place - 12 pts

5th place - 10 pts

6th place - 8 pts

7th place - 6 pts

8th place - 4 pts

9th place - 2 pts

10th place - 1 pt

14.2.2 Points eligibility

In order to be eligible for points, you need to complete at least 75% of the race distance.

14.3 Championship

14.3.1 Championship Point System

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

14.3.2 Information about the championship table

The official championship table can be found on the forums.

§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.

This is touring car racing, so slight contact is to be expected and will be tolerated. Bashing your way through the field however will most certainly not be tolerated.

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

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

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. Excessive divebombing is consider serious offend and will be penalized with higher points and will be ban for the next race.

15.4 Track Boundaries

15.4.1 Automated Cut-Track Detection

The track boundaries are whatever is defined as legal by the automated cut-track detection of RaceRoom during leaderboard session. 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. During the races, you have to stick to the same track boundaries as on the leaderboard session.

Exceeding the track boundaries is not allowed and will be penalized. This is especially the case if you gain a time advantage, overtake or defend your position while exceeding the track boundaries.

15.4.2 Race Marshals Supervision

The on-site multiplayer race have 4 race marshals supervising the entire race. The job of the marshals is to moderate the race. When the automated cut track detection system does not detect a cut track, the marshal will order the racer to serve his penalty. Every racer must follow the orders of the marshals or stern actions will be taken including disqualification from the race.

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 inner or outer position, 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 signaled in game. Ignoring blue flags will lead to an automatic penalty by the software.

15.8 Retirement

You are allowed to retire the race at anytime but you have to make sure that the place you stop your car doesn't interrupt the remaining race.

§16 Flag signals and their meaning

16.1 Yellow flag

Yellow flag is shown to the drivers to warn them about incidents ahead. You should reduce your speed and refrain from overtaking unless stated otherwise. If you illegally passed cars under yellow you will be asked to give those positions back. Failing to do so within 15 seconds will result in a penalty automatically handed out by the game. Due to technical limitations, yellow flag rules do not apply at the moment.

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. You have 10 sec to do so, before receiving a first warning, and another 10 sec before receiving a Drive Through Penalty, handed out automatically by the game.

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 maneuver 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 Penalties

17.2.1 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. That will influence the championship standings and the ticket prize system. Secondly, they count as license points.

17.2.2 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, first lap incidents, 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 Malaysia e-Sports GT3 Championships, 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.

17.2.3 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 Online Multiplayer Race season.

License points cannot be dropped, removed or taken back.

§18 Prizes

The winner Online Multiplayer Championship will receive the title of E-Motorsport Asia GT Challenge 2018 Champion, a trophy, cash prizes and a free test drive in a Caterham 7 at Sepang

18.1 Cash Prizes

Champion: RM 1,500

First Runner-Up: RM 1,000

Second Runner-Up: RM 500

§19 Broadcasts

The final races of each rounds will be broadcast live on RaceRoom Malaysia Facebook Page. The broadcast times will start at 15:00PM – 18:00PM +8GMT on the date of multiplayer races.

If a broadcast is not possible due to technical issues, it will not take place. There will be no highlight videos made instead.