



Super Racer – RaceRoom Online Qualifier

SPORTING REGULATIONS

VERSION 1.0

Index

A. GENERAL INFORMATION.....	4
§1 Introduction.....	4
§2 Glossary	4
§3 Staff List	4
§4 General rules	5
4.1 Reading and understanding the rules	5
4.2 General Behaviour.....	5
4.3 Cheating and usage of external software.....	5
4.4 Accounts	5
4.5 Decisions by the Staff	5
§5 Organiser	6
5.1 Organiser of Super Racer.....	6
5.2 Organiser of the Super Racer – RaceRoom Online Qualifier.....	6
§6 Declaration of Consent.....	6
§7 Data Privacy.....	6
§8 Premature Termination of the Competition	6
§9 Changes	6
§10 Disclaimer/ Jurisdiction/ Severability clause.....	7
B. SPORTING REGULATIONS OF THE ONLINE QUALIFIER	7
§11 Calendar.....	7
§12 Participation	7
12.1 Eligibility	7
12.2 Entry fees.....	8
12.3 In-game content	8
12.4 Qualifying for the online multiplayer events.....	8
12.5 Liveries.....	8
12.6 Team and Community	8
§13 Licenses and groupings.....	9
13.1 Drivers with FIA International C-License	9
13.2 Drivers without FIA International C-License.....	9
§14 Race Format, Championship and Points	9
14.1 Race Format.....	9
14.2 Race Format Porsche Cayman (Round 2, 4, 6)	9
14.3 Server settings.....	10
14.4 Server information	10
14.5 Joining and leaving the server	10
14.6 Point Allocation and Championship	11
§15 On-Track Etiquette	11

15.1 General sportsmanship	11
15.2 Important basics	12
15.3 Start phase.....	12
15.4 Overtaking and defending.....	12
15.5 Track Boundaries	12
15.6 Race Line.....	12
15.7 Qualifying.....	13
15.8 Lapping	13
15.9 Retirement.....	13
15.10 Connection	13
15.11 In-Game Chat.....	13
§16 Flag signals and their meaning	13
16.1 Yellow flag	13
16.2 Blue flag	13
16.3 Black and white diagonal flag.....	14
16.4 Black flag.....	14
§17 Incidents and Penalties.....	14
17.1 Definition of Incidents	14
17.2 Reporting Incidents	14
17.3 Penalties	15
§18 Other rules.....	16
§19 Semifinal	16
§20 Bootcamp and prizes	17
§21 Broadcasts	17

A. GENERAL INFORMATION

§1 Introduction

Next round – twice as many chances!

We are looking for two Super Racers (m/f) that will receive a cockpit for the full racing season 2019. One place in the VLN is up for grabs for a simracer who has at least the FIA International C license, while all motorsport rookies compete for a place in the KTM X-BOW BATTLE Rookies Challenge.

Compete online, qualify for the bootcamp and get the chance to prove your racing skills on the real track

RaceRoom is hosting the online qualifier for the bootcamp in the beginning of 2019. The best driver with an international C-license and the best driver of the open category will move on to the bootcamp in early 2019, where they will compete against the 6 fastest drivers from several events throughout Germany. Second, third and fourth place of each ranking will move up to a semifinal, where they will have a second chance to secure a ticket for the bootcamp.

§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 forum.sector3studios.com also count as staff. 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 Super Racer – RaceRoom Online Qualifier 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 Super Racer – RaceRoom Online Qualifier 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 Super Racer – RaceRoom Online Qualifier.

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 Super Racer

upgraded Automotive GmbH
Goßholz 8
88161 Lindeberg

5.2 Organiser of the Super Racer – RaceRoom Online Qualifier

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg

§6 Declaration of Consent

The winners agree that their names will appear in live streams and press releases handled by RaceRoom, Upgraded and Motor Presse.

The winners agree, that Upgraded respectively their business partners within the finale of the Super Racer 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. RaceRoom are 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 RaceRoom. All employees and partners of RaceRoom are obliged by RaceRoom 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

RaceRoom has the right to terminate or cancel the online qualifier at its discretion at any time. No claims can be derived from any premature termination.

RaceRoom 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

RaceRoom 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/ Jurisdiction/ Severability clause

Questions or complaints connected to the tournament have to be directed towards RaceRoom Entertainment GmbH regarding the online qualifier, and upgraded GmbH regarding the bootcamp.

For providing the main prizes and answering questions or handling complaints regarding the main prizes, the responsibility lies at Teichmann Racing GmbH and KTM-Sportcar GmbH.

Recourse to the courts is not permitted. The law of the Federal Republic of Germany applies exclusively. By participating, the user automatically accepts the conditions of entry.

B. SPORTING REGULATIONS OF THE ONLINE QUALIFIER

§11 Calendar

Circuit:	Start of qualifying competition:	End of qualifying competition:	Multiplayer race live:	Car class:
Red Bull Ring	22.06.2018	10.07.2018	17.07.2018	KTM X-BOW RR
Sachsenring	11.07.2018	07.08.2018	14.08.2018	Porsche Cayman
Salzburgring	08.08.2018	28.08.2018	04.09.2018	KTM X-BOW RR
Spa-Francorchamps GP	29.08.2018	18.09.2018	25.09.2018	Porsche Cayman
Slovakiaring	19.09.2018	16.10.2018	23.10.2018	KTM X-BOW RR
Nordschleife VLN	17.10.2018	13.11.2018	20.11.2018	Porsche Cayman

§12 Participation

12.1 Eligibility

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

To receive an invitation for the multiplayer races, you need to be 18 years of age on 01.02.2019 and be in possession of a legal driving license.

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

If you apply to the conditions listed above, as long as you have read and agreed to the rules of this rulebook, and there are no outstanding bans, you are allowed to enter the championship.

Uneligible for participation in the Super Racer are all persons that are involved in the conception and execution of Super Racer, employees of RaceRoom, Upgraded as well as employees of media partner Motor Presse Stuttgart GmbH & Co. KG and their family members.

12.2 Entry fees

There are no entry fees for the championship.

12.3 In-game content

You do not have to own the cars and tracks to participate in the league.

12.4 Qualifying for the online multiplayer events

Qualifying sessions will be accessible via the following link:

<http://game.raceroom.com/championships/19>

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

After the end of the respective qualifying competition, the 24 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 Friday, 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.

12.5 Liveries

Liveries will be assigned by the race direction.

12.6 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 in your RaceRoom driver profile. 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.

§13 Licenses and groupings

13.1 Drivers with FIA International C-License

If you own a FIA International C-License or higher or an equivalent, you are eligible to compete for the bootcamp places for the cockpit in the VLN.

In order to compete in this category, you have to explicitly state that you want to compete for the VLN seat when you receive your first multiplayer race invitation.

In addition, you have to provide proof that you own a license and send in a copy of it, or other similar proof.

Drivers with a license will be displayed on the multiplayer race results and standings with a special column.

If you do not own a license at the time, but you are planning to do it, you can also specify that you will send it in at a late date.

The deadline for sending in a license is 18.09.2018. At this date, all driver groupings will be finalized.

13.2 Drivers without FIA International C-License

If you do not own a FIA International C-License, you are eligible to compete for the bootcamp places for the cockpit in the KTM X-Bow.

If you win the cockpit after the bootcamp, an FIA International D-License will be necessary to compete in the season. The organizers will support you when you do not have this license.

§14 Race Format, Championship and Points

14.1 Race Format

19:30 CEST	Free Practice	40 minutes	
20:00 CEST	Stream Start		
20:10 CEST	Qualifying	15 minutes	Open session
20:20 CEST	Race 1	25 minutes	Standing start
20:45 CEST	Race 2	25 minutes	Standing start, top 10 of the grid reversed

14.2 Race Format Porsche Cayman (Round 2, 4, 6)

19:30 CEST/CET	Free Practice	45 minutes	
20:00 CEST/CET	Stream Start		
20:10 CEST/CET	Qualifying	15 minutes	Open session (Nordschleife: private session)
20:20 CEST/CET	Race 1	60 minutes	Standing start, mandatory pit stop

Local starting times will always be the same for drivers in Germany, regardless of summer and winter time.

14.3 Server settings

Difficulty: GetReal
Fuel Usage: Normal
Tyre Wear: Normal
Mechanical Damage: On
Damage: Realistic
Qualifying: Unlimited laps, open session (Nordschleife: private session)
Formation Lap: No
Type of Start: Standing
Time Scale: Normal
Fixed Setups: No
Flag Rules: Disabled
Cut Rules Penalties: In-Game, slowdown penalties
Mandatory Pitstop: Off
Automatic Clutch: Allowed
Automatic Gears: Allowed
Game time: Noon
Weather: Default

14.4 Server information

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

14.5 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.

14.6 Point Allocation and Championship

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

Position	Points KTM	Points Cayman
1	50	100
2	40	80
3	34	68
4	29	58
5	26	52
6	24	48
7	22	44
8	20	40
9	18	36
10	16	32
11	14	28
12	12	24
13	10	20
14	9	18
15	8	16
16	7	14
17	6	12
18	5	10
19	4	8
20	3	6
21	2	4
22	1	2

The championship standings can be viewed at
<http://game.raceroom.com/championships/19#standings>

In order to receive points, the game has to count you as a finisher.

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

Drivers that are in possession of a FIA International C License or higher will be marked in the points standings. The deadlines and rules for eligibility of this class are stated in §13. All drivers will be displayed in one standing, and all drivers compete for the same points.

§15 On-Track Etiquette

15.1 General sportsmanship

This is a simracing competition, and drivers must respect the sport, the competition and their competitors. Drivers must always aim to achieve the best result for themselves in each race, while driving within the rules and obeying to fairplay.

15.2 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, competing with your real name. You do not want to make a fool out of yourself.

15.3 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.

15.4 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.

15.5 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. You still have to move off the racing line. Keeping a car which has received a slowdown penalty on the racing line is a penalizable offense.

15.6 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.

15.7 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.

15.8 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.

15.9 Retirement

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

15.10 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.

15.11 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

A yellow flag indicates an accident. Please be extra careful when you see a yellow flag on your screen.

16.2 Blue flag

A 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.

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 Wednesday after the race, 00:01 GMT and Thursday, 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.

17.2.4 Appealing penalties

Appealing penalties after the fact is not possible.

17.2.5 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 Super Racer and/or RaceRoom Competitions.

17.2.6 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 10 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 or unintentional contact with small time loss, the penalty may be reduced to a warning or to a 5 point penalty.

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 20 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 50 points.

Extreme cases, such as (but not limited to) cheating or deliberately wrecking another driver will lead to a disqualification and to an instant ban from ALL events of the Super Racer 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 50 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 80 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.

17.3.4 Announcement of penalties

The penalty points that are deducted from the driver's score Full descriptions of the stewards decisions will be released in the Super Racer section at forum.sector3studios.com .

§18 Other rules

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 Semifinal

The second, third and fourth placed driver of both categories (drivers with C-License and drivers without) will qualify for a semi-final, where they will compete against a total of six wildcard drivers (three in each respective category) on equal simulators in a simracing competition.

Both the two best performers with a C-License, and the two best performers without a C-License, will move on into the bootcamp.

The semifinal will be held in December 2017 in Germany. Further information about the exact date, details and duration of the competition will be released at a later stage.

§20 Bootcamp and prizes

The bootcamp will be organized by upgraded Automotive GmbH. All information that is provided here has purely illustrational character and is not legally binding. The ruleset for the bootcamp can be found here: <http://www.super-racer.me/teilnahmebedingungen>

The Bootcamp will be held in early 2019, the exact date, location and duration will be announced at a later stage. The following prizes will be given away:

A full season cockpit for the whole 2019 season in a touring car in the VLN at Teichmann Racing amongst the following drivers:

- Best driver of RaceRoom Online Competition
- Three drivers from upracer onsite events
- Two drivers from semifinal

A full season cockpit for the whole 2019 season in the KTM X-BOW BATTLE amongst the following drivers:

- Best driver of RaceRoom Online Competition
- Three drivers from upracer onsite events
- Two drivers from semifinal

The bootcamp will consist of several tasks which the players have to compete and it is not limited to simracing tasks.

§21 Broadcasts

The multiplayer races will be streamed live on YouTube with German commentary by Sebastian Gerhart and Robert Wiesenmüller.