



Esports WTCR Oscaro - RaceRoom Online  
Championship

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**SPORTING REGULATIONS**

VERSION 1.0

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## A. GENERAL INFORMATION

### §1 Introduction

The Esports WTCR Oscaro – RaceRoom Online Championship is an international simracing competition. It is staged by the FIA WTCR – Oscaro and takes place online on RaceRoom Racing Experience, consisting of a leaderboard championship and a multiplayer championship.

### §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](http://forum.sector3studios.com) also count as staff. The Staff can be contacted via e-Mail at [competition@raceroom.com](mailto:competition@raceroom.com)

### §4 General rules

#### 4.1 Reading and understanding the rules

Every driver participating in any event of the Esports WTCR Oscaro – RaceRoom Online Championship 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 Esports WTCR Oscaro – RaceRoom Online Championship 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 Esports WTCR Oscaro – RaceRoom Online Championship.

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 Esports WTCR

RaceRoom Entertainment GmbH  
Aspachweg 14  
74427 Fichtenberg  
Germany

### §6 Declaration of Consent

The winners agree that their names will appear in live streams and press releases handled by RaceRoom and the FIA WTCR – Oscaro.

The winners agree that RaceRoom can 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.

**B. SPORTING REGULATIONS OF THE ONLINE CHAMPIONSHIP**

**§10 Calendar**

<b>Circuit:</b>	<b>Start of Leaderboard:</b>	<b>Deadline for qualifying for the Multiplayer race:</b>	<b>Multiplayer race live:</b>	<b>End of Leaderboard:</b>	<b>Ingame time:</b>
<b>Hungaroring</b>	15. August 15:00 GMT	21. August 15:00 GMT	26. August 17:00 GMT	6. November 15:00 GMT	Noon
<b>Nordschleife VLN</b>	15. August 15:00 GMT	28. August 15:00 GMT	2. September 17:00 GMT	6. November 15:00 GMT	Morning
<b>Zandvoort GP</b>	15. August 15:00 GMT	11. September 15:00 GMT	16. September 17:00 GMT	6. November 15:00 GMT	Noon
<b>Slovakiaring</b>	15. August 15:00 GMT	18. September 15:00 GMT	23. September 17:00 GMT	6. November 15:00 GMT	Sunset
<b>Suzuka GP</b>	15. August 15:00 GMT	16. October 15:00 GMT	21. October 17:00 GMT	6. November 15:00 GMT	Afternoon
<b>Shanghai GP</b>	15. August 15:00 GMT	30. October 15:00 GMT	4. November 18:00 GMT	6. November 15:00 GMT	Sunset
<b>Macau</b>	15. August 15:00 GMT	6. November 15:00 GMT	11. November 18:00 GMT	6. November 15:00 GMT	Noon

When the deadline for qualifying for the Multiplayer race is reached, the leaderboard will close. In this period, drivers will be invited for the Multiplayer races. After the Multiplayer race is done, the leaderboard will be opened again.

## §11 Eligibility

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.

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.

## §12 Participation

### 12.1 Entry fees

There are no specific entry fees for participating in the championship.

### 12.2 In-game content

In order to participate, you need to own at least one car and one livery, and the respective track of the leaderboard competition.

Cars and tracks are available as a bundle, or individually here: <http://game.raceroom.com/store/>

If you qualify for a multiplayer race, and the race direction assigns a livery to you that you do not own yet, you have to purchase it.

### 12.3 Qualifying for the online multiplayer events

Qualifying sessions will be accessible via the following link:

<http://game.raceroom.com/championships/20>

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

At the deadline for qualifying for the Multiplayer race, the **96 best online drivers will be invited by e-mail** to participate in the live multiplayer races.

Drivers must confirm their participation in writing by **no later than the Thursday, 10 noon (GMT)** 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 the grid is final, drivers will receive the **gridmail via e-mail** before the race. There they can see on which server they drive. The drivers will be split into 4 servers, of 24 drivers each. The fastest 24 drivers will drive on server 1, drivers 25-48 in server 2, drivers 49-72 on server 3 and drivers 73-96 on server 4.

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.

## 12.4 Cars and Liveries

On the leaderboard, drivers can use whichever car they want, and they can use a different car on each leaderboard.

In the multiplayer races, drivers have to use the same car for the whole season. In their first confirmation mail for the first multiplayer race that they qualify for, they specify which car they want to use.

Liveries will be assigned by the race direction.

## 12.5 Team and Community

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 Leaderboard championship

### 13.1 Championship format

The leaderboard championship will be active from 15. August until 6. November. Anyone can participate on the leaderboards.

The fastest driver of each respective leaderboard will receive 1000 points. Slower drivers will receive less points, depending on the time gap to the leader.

At the end of all rounds, the driver with the most total points will be crowned **Esports WTCR Oscaro – 2018 Time Attack Champion**.

There are no drop scores on the leaderboard (this is different in the Multiplayer championship).

Points scores are automatically updated and will be visible here:

<http://game.raceroom.com/championships/20>

### 13.2 Leaderboard rules

Difficulty: Free choice

Fuel Usage: Off

Tyre Wear: Off

Mechanical Damage: Off

Damage: Off

Fixed Setups: No

Cut Rules Penalties: In-Game, slowdown penalties

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Track dependent

Weather: Good



## §14 Multiplayer championship

### 14.1 Championship format

The multiplayer championship will be active from 26. August until 11. November. Joining is only possible by invitation, after qualifying on the respective leaderboard.

At the end of all rounds, the driver with the most total points will be crowned **Esports WTCR Oscaro – 2018 Multiplayer Champion**.

Points scores are automatically updated and will be visible here:

<http://game.raceroom.com/championships/20#standings>

Updated information, news and penalties can be found here:

[https://forum.sector3studios.com/index.php?forums/esports\\_wtcr/](https://forum.sector3studios.com/index.php?forums/esports_wtcr/)

### 14.2 Race Format Server 1

16:30 GMT	Free Practice	85 minutes	
17:00 GMT	Stream Start		
17:55 GMT	Qualifying	10 minutes	Open session (Nordschleife: private session, 11 min)
18:05 GMT	Race 1	25 minutes	Standing start
18:30 GMT	Race 2	25 minutes	Standing start, reverse grid: top 10 finishers of Race 1

### 14.3 Race Format Server 2, 3 and 4

16:30 GMT	Free Practice	40 minutes	
17:10 GMT	Qualifying	10 minutes	Open session (Nordschleife: private session, 11 min)
17:20 GMT	Race	25 minutes	Standing start

The last two events at Shanghai GP and Macau will start one hour later, at 17:30 GMT. This is because of the end of daylight saving times in Europe. Therefore, local starting times will always be the same for drivers in the EU. Information about the local starting time in all countries will be sent in the invitation mail

### 14.4 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  
Fixed Setups: No  
Flag Rules: Visual Only  
Cut Rules Penalties: In-Game, slowdown penalties  
Mandatory Pitstop: Off

Automatic Clutch: Allowed  
 Automatic Gears: Allowed  
 Game time: Track dependant  
 Weather: Default

**14.5 Server information**

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

**14.6 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.

**14.7 Point Allocation and Championship**

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

Position	Server 1 (each race)	Server 2	Server 3	Server 4
1	50	15	5	3
2	40	12	4	2
3	34	10	3	1
4	29	8	2	
5	26	6	1	
6	24	5		
7	22	4		
8	20	3		
9	18	2		
10	16	1		
11	14			
12	13			
13	12			
14	11			
15	10			
16	9			
17	8			
18	7			
19	6			
20	5			
21	4			
22	3			
23	2			
24	1			

The championship standings can be viewed at  
<http://game.raceroom.com/championships/20#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.

There will be **one drop score**. The worst event score of each driver will not count towards the Multiplayer championship. Penalty points cannot be dropped.

#### 14.8 Point Allocation and Championship

The driver with most points at the end of the season will be crowned **Esports WTCR Oscaro – 2018 Multiplayer Champion**.

### §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](mailto: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. You do not have to send in your replay, unless the stewards explicitly ask you to send it.

### 17.2.3 Deadline for reports

Incident reports have to be sent in between the Saturday after the race, 00:01 GMT and Sunday, 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 receive points penalties which will reduce your overall points score. In addition, you can receive strikes for unfair driving.

### 17.3.2 Penalty point catalogue

A regular penalty in server 1 is 10 points + 1 strike.  
A regular penalty in server 2 is 3 points + 1 strike.  
A regular penalty in server 3 and 4 is 1 point + 1 strike.

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 the point penalty may be halved. No strike is given.

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 points maybe doubled and 2 strikes may be given.

In severe cases, such as (but not limited to) extremely careless driving, constant track limit infringements to gain an advantage, the penalty may be multiplied by 5, and 5 strikes may be given.

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 Esports WTCR Oscaro and 8 strikes. His points score of the championship will be reset to 0 (with no other drivers moving up in previous rounds).

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 5 strikes, 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 8 strikes, you will be banned from the remainder of the season.

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 here: [https://forum.sector3studios.com/index.php?forums/esports\\_wtcr/](https://forum.sector3studios.com/index.php?forums/esports_wtcr/)

**§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 Prizes**

The **Esports WTCR Oscaro – 2018 Multiplayer Champion** will receive a RaceRoom Game Seat RR3033 including stiffening profiles and seat rails.

In addition, drivers will receive tickets for the next live event of the Esports WTCR Oscaro, which will take place at a yet undisclosed date and time.

Position	Leaderboard Championship Amount of tickets	Multiplayer Championship Amount of tickets
1	5	5
2	4	4
3-5	3	3
6-10	2	2
10-20	2	1
20-100	1	0

**§20 Broadcasts**

The multiplayer races of server 1 and 2 will be streamed live on YouTube and Facebook of the FIA WTCR, and on the Twitch Channel of RaceRoom with English commentary by James Kirk and Robert Wiesenmüller. In addition, highlight videos will be produced of each round, featuring the action from Server 1.