



# RULEBOOK

VERSION 1.0

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## A. GENERAL INFORMATION

### §1 Introduction

Become a virtual AVIA racing driver  
Participate in the online competition on RaceRoom  
Qualify for the final at the Nürburgring  
Win prizes with a total value of over 6000 €

### §2 Glossary

- Driver: Person that drives in the competition.
- 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  
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 AVIA 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 AVIA 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 AVIA 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 or deliberate creation of new, lower ranked accounts are not allowed and will result in a permanent exclusion from the AVIA eRacing Competition, or on repeat offense or in case of ban evasion, in an exclusion from RaceRoom in general.

#### 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

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 AVIA.

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.

### **§10 Legal disclaimer**

There is no legal recourse. The law of the Federal Republic of Germany applies exclusively and the jurisdiction of RaceRoom Entertainment GmbH shall apply in the event of a dispute. 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.

## B. SPORTING REGULATIONS OF THE ONLINE CHAMPIONSHIP

### §11 Online Championship Calendar

Circuit:	Start of Leaderboard:	End of Leaderboard:	Multiplayer race live:	Ingame time:
Hockenheim GP	14.12.2018 15:00 CET	04.01.2019 15:00 CET	11.01.2019 20:00 CET	Noon
Zandvoort GP	04.01.2019 15:00 CET	25.01.2019 15:00 CET	01.02.2019 20:00 CET	Noon
Spa-Francorchamps GP	25.01.2019 15:00 CET	15.02.2019 15:00 CET	22.02.2019 20:00 CET	Noon
Monza GP	15.02.2019 15:00 CET	08.03.2019 15:00 CET	15.03.2019 20:00 CET	Noon

### §12 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.

### §13 Participation

#### 13.1 Entry fees

There are no entry fees for participating in the championship. You do not have to own any content. RaceRoom will assign the car and track for you, if you have qualified on the leaderboard.

#### 13.2 Qualifying for the online multiplayer events

Qualifying sessions will be accessible via the following link:

<http://game.raceroom.com/championships/22>

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 **best 32 drivers with an "A" license will be invited by e-mail** to participate in the live multiplayer race of the "Profi-Klasse".

The **best 32 drivers with a "B", "C", "D" license or without a license will be grouped together, and will be invited by e-mail** to participate in the live multiplayer race of the "Rookie-Klasse".

Drivers must confirm their participation in writing by **no later than the Monday, 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 the grid is final, drivers will receive the **gridmail via e-mail** before the race. There they can see on which server they drive.

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.

### 13.3 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.

## §14 Multiplayer championship

### 14.1 Championship format

The multiplayer championship is the deciding factor for invitation of the final. Joining is only possible by invitation, after qualifying on the respective leaderboard.

Points scores are automatically updated and will be visible here:

<http://game.raceroom.com/championships/22#standings>

Updated information, news and penalties can be found here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

### 14.2 Race Format "Rookie Klasse"

19:30 CET	Free Practice	35 minutes	
20:00 CET	Stream Start		
20:05 CET	Qualifying	10 minutes	Open session
20:15 CET	Race	30 minutes	Standing start

### 14.3 Race Format "Profi Klasse"

19:30 CET	Free Practice	80 minutes	
20:50 CET	Qualifying	10 minutes	Open session
21:00 CET	Race	30 minutes	Standing start



## 14.4 Server settings

Difficulty: GetReal, assists can be used with penalty weight  
Fuel Usage: Normal  
Tyre Wear: Normal  
Mechanical Damage: On  
Damage: Realistic  
Qualifying: Unlimited laps, open session  
Formation Lap: No  
Type of Start: Standing  
Fixed Setups: No (Final Event: Yes)  
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. There will be two separate points tables. Drivers in the "Profi Klasse" and in the "Rookie Klasse" will have their own championship table.

Position	Server 1 (each race)
1	50
2	40
3	34
4	29
5	26
6	24
7	22
8	20
9	18
10	16

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/22#standings>

In case of a points tie, the following factors are deciding:

- Amount of multiplayer wins
- Amount of 2<sup>nd</sup> places, then 3<sup>rd</sup> places, 4<sup>th</sup> places etc.
- Amount of penalty strikes received (less = better)
- Leaderboard time in Round 4

## §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 following the ingame penalties. In general, they are as follows: 2 wheels always on track, kerbs count as track. Track-specific exceptions will be explained in the gridmail. 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 for 60 seconds, you receive a drive through penalty. If you finish the race with a pending slowdown, you will receive a 90 second time penalty. You have to move off the racing line in order to serve a slowdown. 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 can lead to a penalty.

### 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 CET and Sunday, 23:59 CET. 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 AVIA eRacing Competition 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 time penalties.  
In addition, you can receive strikes for unfair driving.

### *17.3.2 Penalty point catalogue*

A regular penalty is 10 seconds + 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. No strike is given.

In cases where the offending driver finished directly ahead of the disadvantaged driver, the positions may simply be swapped in the final standings.

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 time penalty may be 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 time penalty may be multiplied by 5, and 4 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 AVIA eRacing Competition and 6 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 4 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 6 strikes, 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

Full descriptions of the stewards decisions will be released here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

## §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 in the Online Championship

### 19.1 Prizes in each online race

Prizes will be provided **in each individual multiplayer race**.

The result **after** penalties will be deciding for the payout.

Position	"Rookie-Klasse" Race	"Profi-Klasse" Race
1	Amazon Voucher 200 €	Amazon Voucher 200 €
2	Amazon Voucher 150 €	Amazon Voucher 150 €
3	Amazon Voucher 100 €	Amazon Voucher 100 €

These prizes will be provided by AVIA. RaceRoom will pass on the e-mail address of the winner.

## 19.2 Prizes for the overall championship / invitation to final

The Multiplayer Championship (§14) is deciding for the invitation for the final.

Position	“Rookie-Klasse” Overall Standings	“Profi-Klasse” Overall Standings
1-20	Invitation to on-site final at Nürburgring One night in Lindner Hotel (13.-14. April) Eligible to compete in the final race in the RaceRoom Café	Invitation to on-site final at Nürburgring One night in Lindner Hotel (13.-14. April) Eligible to compete in the final race in the RaceRoom Café

In addition, drivers will receive a VIP experience for the VLN race on April 13<sup>th</sup>. Arrival should be planned for April 13<sup>th</sup>, early, if you want to get this experience.

You will receive an e-mail, informing you that you have qualified. In order to claim the prize, you have to confirm your attendance in an e-mail until March 15<sup>th</sup>, 10:00 CET. If you cannot attend, the next driver in the overall standings will move up.

If you confirm your attendance, but do not show up without noticing us prior, you will receive a 3 month ban from all RaceRoom Competitions.

Travelling has to be paid and organized by the driver himself.

## §20 Broadcasts

The multiplayer races of the online championship will be streamed live on YouTube of RaceRoom and Facebook of AVIA Racing with German commentary.

## C. SPORTING REGULATIONS OF THE FINAL EVENT

### §21 Final Event

#### 21.1 General Information

The final event will be held on April 14<sup>th</sup> in the RaceRoom Café. All drivers will compete on equal RaceRoom Simulators equipped with Logitech steering wheels.

#### 21.2 Travel and accomodation

All finalists will receive one room in the Lindner Congress Hotel Nürburgring, for the night from April 13<sup>th</sup> to April 14<sup>th</sup>.

Travelling costs have to be covered by the participant.

The exact dates for arrival will be communicated at a later point.



## 21.3 Race Format Final

There will be 2 races held. One race is for the 20 finalists of the “Rookie-Klasse”, the other race is for the 20 finalists of the “Profi-Klasse”.

The race in each class will have a duration of 90 minutes, with one mandatory pitstop. Qualifying will be 20 minutes in single-mode. Further information will be released at a later point.

Difficulty: GetReal  
 Fuel Usage: Normal  
 Tyre Wear: Normal  
 Mechanical Damage: On  
 Damage: Realistic  
 Qualifying: Unlimited laps, closed session (rolling start)  
 Formation Lap: No  
 Type of Start: Standing  
 Fixed Setups: Yes  
 Mandatory pit stop: Yes  
 Flag Rules: Visual Only  
 Cut Rules Penalties: In-Game, slowdown penalties  
 Mandatory Pitstop: Off  
 Automatic Clutch: On  
 Automatic Gears: Allowed  
 Game time: Noon  
 Weather: Default  
 Steering Wheel: Logitech G27  
 View: Changeable

## 21.4 Prizes in the final

Prizes will be provided **for the final multiplayer race**.  
 The result **after** penalties will be deciding for the payout.

Position	“Rookie-Klasse” Race	“Profi-Klasse” Race
1	Amazon Voucher 400 €	Amazon Voucher 400 € 1 Suspension from KW
2	Amazon Voucher 300 €	Amazon Voucher 300 €
3	Amazon Voucher 200 €	Amazon Voucher 200 €

These prizes will be provided by AVIA and KW. RaceRoom will pass on the e-mail address of the winners.

## 21.5 Event-specific rules

All further Event-specific rules will be released at a later points.