RULEBOOK

VERSION 1.0

RULEBOOK VERSION 1.0

Index

A. GENERAL INFORMATION

§1 Introduction

The 3Motion Challenge presented by RaceRoom is an international simracing competition. It takes place online on RaceRoom Racing Experience, consisting of a leaderboard qualifier, three multiplayer qualifiers, and ends in a final event at the Tuning World Bodensee, Friedrichshafen, Germany, on May 4th 2019.

§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
Holger Stangl
Manuel Staedel

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 3Motion Challenge presented by RaceRoom 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 3Motion Challenge presented by RaceRoom 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 3Motion Challenge presented by RaceRoom.
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 3Motion Challenge presented by RaceRoom, 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 Tuning World Bodensee.

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

§11 Online Championship Calendar

Circuit:	Start of Leaderboard:	Deadline for MP Qualifying:	Multiplayer race live:
Silverstone	11.3.2019 15:00 CET	18.3.2019 15:00 CET	23.3.2019 19:00 CET
Nürburgring GP	18.3.2019 15:00 CET	25.3.2019 15:00 CET	30.3.2019 19:00 CET
Twin Ring Motegi	25.3.2019 15:00 CET	1.4.2019 15:00 CEST	6.4.2019 19:00 CEST

§12 Eligibility

Only drivers from the following countries and regions are eligible to participate:
- all EU countries (including UK)
- Switzerland
- Norway

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

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.
There is no separate, additional entry fee.

13.2 Qualifying for the online multiplayer events

Qualifying sessions will be accessible via the following link:
http://game.raceroom.com/championships/26
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 **30 best online drivers will be invited by e-mail** to participate in the live multiplayer races. It does not matter if you have a time attack license (A, B, C, D) or not. Every entry on the leaderboard, if it complies with the other rules, is eligible.

Drivers must confirm their participation in writing by **no later than the Wednesday, 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.

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.

When you are already qualified for the final, you will not be invited for further multiplayer races.

13.3 Cars and Liveries

On the leaderboard and in each race, drivers can use whichever car they want, and they can use a different car on each leaderboard. You can change cars between the races. Only for the final event, you have to stick for one car.

13.4 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 Leaderboard Qualifier

14.1 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: Noon
Weather: Good

§15 Online Race Format

15.1 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.

Each race, the top 7 drivers (after penalties) will qualify for the final event.

15.2 Race Format for all servers

18:30 CET / CEST	Free Practice	35 minutes	
19:00 CET / CEST	Stream Start		
19:05 CET / CEST	Qualifying	10 minutes	Open session
19:15 CET / CEST	Race	20 minutes	Standing start

During the season, Europe switches to daylight saving time. The local starting times for a player in Germany will always be the same (19:00 Stream start). Therefore, the stream in the first two races starts at 18:00 GMT, and for the last race at 17:00 GMT.

15.3 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: No
Automatic Clutch: Allowed
Automatic Gears: Allowed
Game time: Noon
Weather: Default

15.4 Server information

Server information and passwords will be distributed via e-Mail. You can join the server in the multiplayer section of RaceRoom Racing Experience.

15.5 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.

15.6 Race Results

The finishing order of the race, which is displayed on the results screen ingame, is provisional.
The results are only official after the official penalty report has been released by the stewards here:
https://forum.sector3studios.com/index.php?forums/Esports/
Points tables and race results will be updated subsequently.

§16 On-Track Etiquette

16.1 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.

16.2 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.

16.3 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.

16.4 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.

16.5 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.

16.6 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.

16.7 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.

16.8 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.

16.9 Retirement

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

16.10 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.

16.11 In-Game Chat

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

§17 Flag signals and their meaning

17.1 Yellow flag

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

17.2 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.

17.3 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.

17.4 Black flag

A black flag indicates a disqualification.

§18 Incidents and Penalties

18.1 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

18.2 Reporting Incidents

18.2.1 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.

18.2.2 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.

18.2.3 Deadline for reports

Incident reports have to be sent in between the Monday after the race, 00:01 CET and Tuesday, 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.

18.2.4 Appealing penalties

Appealing penalties after the fact is not possible.

18.2.5 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 ADAC GT Masters Esports Championship presented by RaceRoom and/or RaceRoom Competitions.

18.2.6 False reports

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

18.3 Penalties

18.3.1 Introduction to penalties

In this championship, you can receive time penalties.
In addition, you can receive strikes for unfair driving.

18.3.2 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 3 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 Tuning World Bodensee event.

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.

18.3.3 License points system

When you receive 3 strikes, you will be banned from the remainder of the season, including the final event.

License points cannot be dropped, removed or taken back.

18.3.4 Announcement of penalties

Full descriptions of the stewards decisions will be released here:
https://forum.sector3studios.com/index.php?forums/Esports/

§19 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.

§20 Broadcasts

The multiplayer races will be streamed live on the Facebook page, YouTube and Twitch Channel of RaceRoom, with English commentary by Robert Wiesenmüller, James Kirk and Lewis McGlade.
If you want to stream the races in a local language, or stream a lower server, please contact competition@raceroom.com

§21 Online Random Draw Prize

Out of all drivers that have participated in each time attack competition and are eligible according to §12 of this rulebook, RaceRoom will randomly draw a winner for a RaceRoom RR3033 Game Seat, which will be shipped by RaceRoom.
The winner will be informed within 4 weeks after the final event by competition@raceroom.com

Payout of hardware prizes may take up to 3 months due to shipping requirements.
Shipping can only be performed into eligible countries as specified in §12 of this rulebook.

Other forms of payout are not possible.

C. FINAL EVENT

§22 Information on Final Event

22.1 General Information

The final event will be held on **May 4th 2019** at:
Tuning World Bodensee
Neue Messe 1
88046 Friedrichshafen

All tests, races, briefing and winner celebration will be held between 13:00 and 18:00.

All drivers will compete on equal RaceRoom Simulators equipped with equal steering wheels and pedals.

The final event will be run as a single event – 1 driver per simulator. 24 drivers total will compete.

22.2 Travel and accomodation

Entrance to the Tuning World Bodensee is free, via a printed ticket that you will receive via mail. We can provide a free camping space (you have to bring your own tent or caravan). Apart from that, travelling and accommodation has to be paid by the participant.

Make sure to check out our information page:
https://www.raceroom.com/en/raceroom-esports-event-at-the-tuning-world-bodensee-2019/

If you are looking for a hotel or other information on travelling, make sure to use the website of the Tuning World:
http://www.tuningworldbodensee.de/twb-de/anreise-unterkunft/index.php

A forum section for travelling will be created as a subforum here:
https://forum.sector3studios.com/index.php?forums/Esports/
There you can talk to other drivers or spectators who are interested in attending the event, and maybe travel with them.

§23 Qualification for the Final Event

23.1 Qualification via Online Multiplayer races

In each of the 3 races, the top 7 drivers of the finishing order, with penalties applied, will qualify for the final event.

23.2 Entry Procedure

The 21 drivers, as described in §23.1 will receive their invitations on 11.4.2019.
They have time to register with a car and binding confirmation until 16.4.2019.
If there are free spots, the second round of invitations will take place at 17.4.2019.

They have time to register with a car and binding confirmation until 21.4.2019. If required, we will run a third round of invitations.

If you know that, for whichever reason, you are not interested in taking part in the final event, even if you do happen to qualify, please inform us as early as possible at competition@raceroom.com, so we can go straight to a reserve driver.

23.3 Qualification at the Event

On Friday, May 3rd between 10:00 CEST and 18:00 CEST, and on Saturday, May 4th between 10:00 CEST and 11:45 CEST, you can qualify on-site at the Tuning World Bodensee. The three fastest drivers of the time attack competition at Hockenheim GP will be granted a place on the grid.

§24 Race Format at Final

24.1 Championship format

The final event consists of three races. Drivers score points in each race and compete for the championship.

All drivers must be present at the briefing which takes place at 13:00 behind the stage. Not showing up for the briefing means that you are not allowed to start. The exact location of the briefing will be communicated in the arena.

Drivers can pick up a wristband at the previous event days, or at the time of the briefing, so that they can be identified as participants.

24.2 Timetable (provisional)

13:00 CEST	Driver Briefing
13:30 CEST	Practice
14:15 CEST	End of Practice
14:25 CEST	Begin of the official event
14:30 CEST	Practice 1 – Hockenheim GP
14:35 CEST	Qualifying 1 – Hockenheim GP (10 min)
14:45 CEST	Race 1 – Hockenheim GP (20 min)
15:30 CEST	Practice 2 – Spa-Francorchamps GP
15:35 CEST	Qualifying 2 – Spa-Francorchamps GP (10 min)
15:45 CEST	Race 2 – Spa-Francorchamps GP (20 min)
16:30 CEST	Practice 3 – Sepang GP
16:35 CEST	Qualifying 3 – Sepang GP (10 min)
16:45 CEST	Race 3 – Sepang GP (20 min)
17:40 CEST	Winner Celebration

24.3 Server settings

Difficulty: GetReal
Fuel Usage: Normal
Tyre Wear: Normal
Mechanical Damage: Off
Damage: Off
Qualifying: Unlimited laps, open session
Formation Lap: No
Type of Start: Standing
Fixed Setups: Yes
Flag Rules: Visual Only
Cut Rules Penalties: In-Game, slowdown penalties
Automatic Clutch: Allowed
Automatic Gears: Allowed
Game time: Noon
Weather: Default
View: Free Choice (Note: In cockpit view, you can only move the seat forwards and backwards, not up and down)

24.4 Special Information about Event Software

The message "get ready to qualify" will appear on the screen before the start of qualifying. When the timer reaches zero, the server then proceeds to showing the qualifying results, then moves on directly to the race session (no more warm-up session). All the participants are placed on the starting grid in the order of the qualifying results. Contestants will perform a standing start. There is NO formation lap. Starting lights will appear on-screen and the race starts when all lights are off. When the race session timer reaches zero, drivers complete their current lap and the race ends once they all have crossed the finish line. A timer starts counting down once the leader has crossed the finish line. Any car still on the track when that timer reaches zero will have its current position taken as official result.

The race will not be restarted because of on-track incidents. In the case of technical issues, the decision about a potential race restart will be made by the staff.

24.5 Race Results

The finishing order of the race, which is displayed on the results screen ingame, is provisional.
The results are only official after the official penalty report has been released by the stewards here:
https://forum.sector3studios.com/index.php?forums/Esports/
Points tables and race results will be updated subsequently.

24.6 Point Allocation and Championship

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

Position	Points 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

In case of a points tie, the following factors are deciding:
- Amount of wins
- Amount of 2nd places, then 3rd places, 4th places etc.
- Amount of penalty strikes received (less = better)
- placement in online leaderboard of the first track Silverstone

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.

24.7 Championship Title

The official results will be published in the week after the event here:
https://forum.sector3studios.com/index.php?forums/Esports/

The driver with most points at the end of the season will be crowned **3 Motion Challenge Champion 2019.**

§25 Hardware

Contestants will race on RaceRoom simulators, equipped with Fanatec wheels and pedals (CSL pedals, V 2.5 wheelbase, CSL P1 wheel). The drivers are allowed to change the force feedback and rotation settings, directly on the wheel, on their own risk. Accessing the controller settings or car settings ingame is not possible. The car setup is fixed, with only brake bias adjustable via the steering wheel.

Participants will be provided over the course of the event with headsets.

Just like in technical problems in real racing, we cannot exclude the possibility of hardware failures. There will be no restarts if there are hardware failures, and players affected by hardware failures will not be compensated.

While being on the stage, touching cables or simulators of other teams is strictly forbidden and in the case of suspected manipulation, may lead to a disqualification.

§26 Etiquette

26.1 On-Track Etiquette

The rules for on-track etiquette can be found in §16.

26.2 Off-Track Etiquette

All other teams, drivers, spectators and staff must be treated with respect. Any discriminating, insulting or violent behaviour, attempts of manipulation or damaging equipment will lead to penalties, from a warning over a disqualification up to a lifetime ban from RaceRoom events, and will also result in the prize money not being paid out.

§27 Incidents and Penalties

27.1 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

27.2 Reporting Incidents

27.2.1 Report procedure
If you feel like another driver has disadvantaged your race, you can report him to the stewards at the event. Report forms will be provided at the location.

Your name:
Offending team:
Session time left, when the accident happened:
Corner or track section:
Short description of the incident:

Separate incidents have to be covered in separate reports.

The report form has to be handed over to a staff member.

27.2.2 Rules for reports

You can only report incidents which have affected the race of your team. Reporting scenes that have no influence on your race is not allowed and the reports will be ignored.

27.2.3 Deadline for reports

Incident reports have to be provided during the race or up to 10 minutes after the race.

27.2.4 Appealing penalties

Appealing penalties after the fact is not possible.

27.2.5 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 RaceRoom.

27.2.6 Automatic staff reviews

The staff has the right to investigate incidents that are visible on the broadcast.

27.2.7 Incident review format

Incidents will be investigated after the race.
Incidents involving cars that have finished on the podium, or involving drivers who are in the top 5 of the standings of their respective division, will be reviewed directly after the event, backstage, in the arena.
Incidents involving other cars will be investigated after the event, in the week afterwards, online.

27.3 Penalties

In cases where no driver is disadvantaged, but the offending driver still violated the rules, a warning is given.

In cases where the offending driver violated the rules, and the victim only loses a position to the offender, the positions will be swapped.

In cases where the offending driver violated the rules, and the victim loses time or multiple positions, the offender will receive a 10 points penalty.

In extreme cases, the offender will receive a 20 points penalty.

In cases where a driver deliberately wrecks another competitor, the offender will be disqualified.

In difficult scenes, it is up to the stewards to pick the appropriate penalties.

If a driver is a repeat offender, the next highest penalty will be given.

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.

§28 Prize pool

28.1 Prize pool payout for final event

Position	Payout
1	3Motion Simulator
2	GameSeat RR3033
3	10000 vRP
4	10000 vRP
5	10000 vRP
6	5000 vRP
7	5000 vRP
8	5000 vRP
9	2500 vRP
10	2500 vRP
11	2500 vRP
12	2500 vRP
13	1000 vRP
14	1000 vRP
15	2500 vRP
16	1000 vRP
17	500 vRP
18	500 vRP
19	500 vRP
20	500 vRP

28.2 3Motion Simulator Configuration

The 3Motion Simulator will come with the following components:
RaceRoom Seat
High performance PC (Specs tbc)
Fanatec wheel and pedals
40 inch monitor

The exact details and components may differ from the picture.

28.3 Rules for prize payout

In order to claim any prize money, you have to start all races of the final event. If you do not attend all the races, you will receive no prize money. One exception: If technical difficulties on the side of RaceRoom prevent you from starting a race, we will still pay out.

28.4 Violations against the rules and effect on prize payout

Violations against §3 of this rulebook, §19 of this rulebook, §25 of this rulebook, §26 of this rulebook and §27 of this rulebook may lead to an exclusion of the event. As soon as you are excluded from the event, no prize money will be paid out for you.

28.5 Claiming Prizes

In order to claim your vRP, you need to message the RaceRoom team within two weeks after the publication of the official results under competition@raceroom.com

You need to message us from the same e-mail with which you registered your participation.

RaceRoom staff will send you a redeem code for vRP prizes within 4 weeks.

Payout of hardware prizes may take up to 3 months due to shipping requirements.
Shipping can only be performed into eligible countries as specified in §12 of this rulebook.

Other forms of payout are not possible.

28.6 Special rules for 3Motion winner

The winner of the 3Motion simulator agrees that he will create social media content, in accordance with RaceRoom, after receiving his prize, showing himself driving in the 3Motion Simulator on RaceRoom Racing Experience. This content may consist of pictures or videos. RaceRoom will receive the right to use this content to promote this past competition, future rounds of the 3Motion Challenge and the 3Motion simulator itself.