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# RULEBOOK

VERSION 1.0



# RULEBOOK VERSION 1.0



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## A. GENERAL INFORMATION

### §1 Introduction

The Endurance Team Challenge presented by RaceRoom is an international simracing competition. It takes place online on RaceRoom Racing Experience, consisting of a leaderboard qualifier and a final event at the Tuning World Bodensee, Friedrichshafen, Germany, on May 3<sup>rd</sup> 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](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 Endurance Team 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 Endurance Team 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.



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## 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 Endurance Team 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 Endurance Team 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



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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.



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## B. SPORTING REGULATIONS

### §11 Online Qualifier Calendar

Circuit:	Start of Leaderboard:	Deadline for MP Qualifying:
Nürburgring VLN	11.3.2019 15:00 CET	7.4.2019 15:00 CET

### §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

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 Cars and Liveries

All GT3 cars, with the exception of the RUF, are eligible for this competition. You can use multiple cars on the leaderboard. You are not bound to the car with which you set the fastest time on the leaderboard. Your team still has free choice for the final event.



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## §14 Leaderboard Qualifier

### 14.1 Leaderboard rules

Difficulty: Free choice  
Fuel Usage: Off  
Tyre Wear: Off  
Mechanical Damage: Off  
Damage: Off  
Fixed Setups: Yes (Traction Control and Brake Bias are still adjustable)  
Cut Rules Penalties: In-Game, slowdown penalties  
Automatic Clutch: Allowed  
Automatic Gears: Allowed  
Game time: Noon  
Weather: Good

### 14.2 Points

On the leaderboard, drivers will achieve points in regard to the laptime that they have driven. 1000 points will be awarded to the driver with the most points. The remaining drivers receive points relative to the laptime of the fastest driver. Points are visible directly on the leaderboard.

## §15 Team registration

### 15.1 Rules for teams

Teams consist of three drivers, that all have participated on the online leaderboard.  
All drivers must show up at the Tuning World Bodensee for the event.  
If one of the three drivers from your team does not show up, you have to start from the back.  
If only one driver of your team shows up, you cannot participate.  
Teams must choose a car, the livery will be assigned by the staff.  
There are no costs for entering a team.

### 15.2 Registration page and format

Team registrations for the live event can be performed here:

TBA

Only one driver per team needs to perform this registration.  
The driver performing the registration is the team captain for the respective team.

The captain needs to enter his name, his e-mail address and his RaceRoom profile. To enter your RaceRoom profile, just copy the URL when you are logged in at the portal. Example:  
[game.raceroom.com/users/YOUR USERNAME/](http://game.raceroom.com/users/YOUR USERNAME/)  
The same information must also be provided about the two teammates.

In addition, he needs to enter the team name, the nation that the team represents for the event, and the car choice.



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After the registration, the captain will receive an automatic e-mail response.

## 15.3 Opening time

Registration opens:  
Monday, March 11<sup>th</sup>, 15:00 CET

Registration closes:  
Sunday, April 7<sup>th</sup>, 15:00 CEST

## 15.4 Team list

If there are over 24 entries, the teams with the best performing drivers on the online leaderboard will be granted a place on the grid. The order is determined by the accumulated points achieved by all three drivers on the online leaderboard.

The list of qualified teams will be published on Tuesday, April 9<sup>th</sup>, here:  
<https://forum.sector3studios.com/index.php?forums/tuning-world-bodensee-2019.122/>

In addition, all entrants will be notified via E-Mail.

## 15.5 Changes, questions

If there are questions, or changes (change of driver, change of car, withdrawing team entry), you have to send a request to [competition@raceroom.com](mailto:competition@raceroom.com). Changes are only permitted during the registration period, so until Sunday, April 7<sup>th</sup>, 15:00 CEST. In case of special circumstances, changes may be permitted after the registration period, but this will be individually decided by the staff after reviewing the case.



## C. FINAL EVENT

### §16 Information on Final Event

#### 16.1 General Information

The final event will be held on **May 3<sup>rd</sup> 2019** at:

Tuning World Bodensee  
Neue Messe 1  
88046 Friedrichshafen

All tests, races, briefing and winner celebration will be held between 10:30 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 team event – 3 drivers per simulator. 72 drivers total will compete.

#### 16.2 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.

### §17 Race Format at Final

#### 17.1 Championship format

The final event consists of one race, lasting for four hours.

All drivers must be present at the briefing which takes place at 10:30 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.



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## 17.2 Timetable (provisional)

10:30 CEST	Team Briefing
11:00 CEST	Practice
11:45 CEST	End of Practice
12:20 CEST	Begin of the official event
12:30 CEST	Practice – Nordschleife VLN
13:00 CEST	Qualifying – Nordschleife VLN
17:00 CEST	Race – Nordschleife VLN (4 hours)
17:40 CEST	Winner Celebration

## 17.3 Server settings

Difficulty: GetReal  
Fuel Usage: Normal  
Tyre Wear: Normal  
Mechanical Damage: Off  
Damage: Off  
Qualifying: Format to be decided  
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)

## 17.4 3 Driver Exception

If one of the three drivers from your team does not show up, you have to start from the back.  
If only one driver of your team shows up, you cannot participate.

## 17.5 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.



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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.

## 17.6 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/> Race results will be updated subsequently.

## 17.7 Championship Title

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

The team which finishes first in the official results is the **Endurance Team Champion 2019**.

## §18 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.

## §19 On-Track Etiquette

### 19.1 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.

### 19.2 Important basics



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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.

## 19.3 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.

## 19.4 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.

## 19.5 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.

## 19.6 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.

## 19.7 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



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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.

## 19.8 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.

## 19.9 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.

# §20 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.

# §21 Flag signals and their meaning

## 21.1 Yellow flag

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

## 21.2 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.

## 21.3 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.



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## 21.4 Black flag

A black flag indicates a disqualification.

## §22 Incidents and Penalties

### 22.1 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

### 22.2 Reporting Incidents

#### 22.2.1 Report procedure

If you feel like another driver has disadvantaged your race, you or your teammate 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.

#### 22.2.2 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.

#### 22.2.3 Deadline for reports

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

#### 22.2.4 Appealing penalties

Appealing penalties after the fact is not possible.



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## 22.2.5 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.

## 22.2.6 Automatic staff reviews

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

## 22.2.7 Incident review format

Incidents caught in the stream will be reviewed during the race. A steward will walk up to the driver and inform him about the respective penalty.

Other 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.

## 22.3 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. During the race, the driver might be asked to give back the place.

In cases where the offending driver violated the rules, and the victim loses time or multiple positions, the offender will receive a 10 seconds penalty after the race, or a 10 second slowdown issued by a marshal during the race.

In extreme cases, the offender will receive a 1 minute penalty, or a mandatory extra pitstop issued by a marshal during the race.

In cases where a driver deliberately wrecks another competitor, the offender will be disqualified. During the event, his simulator will be turned off.

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.



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## §23 Prize pool

### 23.1 Prize pool payout for final event

In total, 2.500€ will be paid out, split across 10 teams. Prize money will be paid out according to the official final results of the on-site event at Tuning World Bodensee. The official results will be published here: <https://forum.sector3studios.com/index.php?forums/tuning-world-bodensee-2019.122/>

Position	Payout
1	750 €
2	500 €
3	375 €
4	250 €
5	200 €
6	150 €
7	100 €
8	75 €
9	50 €
10	50 €

### 23.2 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.

### 23.3 Violations against the rules and effect on prize payout

Violations against §3 of this rulebook, §19 of this rulebook, §20 of this rulebook, §21 of this rulebook and §22 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.

### 23.4 Claiming prize money

In order to claim your prize money, you need to message the RaceRoom team within two weeks after the publication of the official results under [competition@raceroom.com](mailto:competition@raceroom.com)

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

You have to provide the following information:

Name:

Address:

City:

Country:

IBAN:

BIC (if you are located outside Germany):



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It is possible that we pay out the prize to both drivers (splitting the total winning in half), or to just one driver. In both cases, we need an e-mail confirmation from both drivers. Prize payout may take up to 2 months.

### 23.5 Payout and taxes for drivers living inside Germany

Cash prizes from sports competitions in Germany are generally taxable. It is the responsibility of the winners to take care of it.

### 23.6 Payout and taxes for drivers living outside Germany

If you have your permanent residence outside Germany, for any winnings over 250€, taxes apply according to §50a EStG. The tax is 30%, plus an additional 5,5% solidarity surcharge on the tax. Therefore, the sum that is paid out is reduced.

Income-related costs, such as the cost of travelling and accommodation, can be subtracted from the part of the total sum that has to be taxed.

The exact paid out sum will differ from case to case, depending on the cost of travelling and accommodation.