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# RULEBOOK

VERSION 1.2

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## A. GENERAL INFORMATION

### §1 Introduction

The ADAC GT Masters Esports Championship presented by RaceRoom is an international simracing competition. It takes place online on RaceRoom Racing Experience, consisting of a leaderboard championship and a multiplayer championship, and ends in a final event at the Tuning World Bodensee, Friedrichshafen, Germany, on May 5<sup>th</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 ADAC GT Masters Esports Championship 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 ADAC GT Masters Esports Championship 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 ADAC GT Masters Esports Championship 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 ADAC GT Masters Esports Championship 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 ADAC GT Masters.

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:	End of Leaderboard:
<b>Oschersleben</b>	7.2.2019 15:00 CET	18.2.2019 15:00 CET	24.2.2019 19:00 CET	1.4.2019 15:00 CEST
<b>Autodrom Most</b>	7.2.2019 15:00 CET	25.2.2019 15:00 CET	3.3.2019 19:00 CET	1.4.2019 15:00 CEST
<b>Red Bull Ring</b>	7.2.2019 15:00 CET	4.3.2019 15:00 CET	10.3.2019 19:00 CET	1.4.2019 15:00 CEST
<b>Nürburgring (Short)</b>	7.2.2019 15:00 CET	11.3.2019 15:00 CET	17.3.2019 19:00 CET	1.4.2019 15:00 CEST
<b>Zandvoort</b>	7.2.2019 15:00 CET	18.3.2019 15:00 CET	24.3.2019 19:00 CET	1.4.2019 15:00 CEST
<b>Sachsenring</b>	7.2.2019 15:00 CET	25.3.2019 15:00 CET	31.3.2019 19:00 CEST	1.4.2019 15:00 CEST
<b>Hockenheim</b>	7.2.2019 15:00 CET	1.4.2019 15:00 CEST	7.4.2019 19:00 CEST	1.4.2019 15:00 CEST

The leaderboards will temporarily be closed at the deadline for MP Qualifying, and then re-open after the Multiplayer race.

### §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 Qualifying for the online multiplayer events

Qualifying sessions will be accessible via the following link:

<http://game.raceroom.com/championships/24>

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 **120 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. There they can see on which server they drive. The drivers will be split into 4 servers, of 30 drivers each. The fastest 30 drivers will drive on server 1, drivers 31-60 in server 2, drivers 61-90 on server 3 and drivers 91-120 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.

## 13.3 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.

The car choice for final event is separate.

Liveries will be assigned by the race direction.

## 13.4 BoP Rule

If there is a physics or BoP update for a car during the competition, all drivers have the opportunity to change from, or to the respective car for the multiplayer races.

## 13.5 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.

## §14 Leaderboard championship

### 14.1 Championship format

The leaderboard championship will be active from 7. February to 1. April. 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 **ADAC GT Masters Esports - 2019 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/24>

### 14.2 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: Noon

Weather: Good

## §15 Multiplayer championship

### 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.

Points scores are automatically updated and will be visible here:

<http://game.raceroom.com/championships/24#standings>

Updated information, news and penalties can be found here:

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

## 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	15 minutes	Open session
19:20 CET / CEST	Race	60 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 five races starts at 18:00 GMT, and for the last two races 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: Yes, change at least 2 tyres, between 33% and 66% of race distance  
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 Drop Scores

There will be **one drop score**. The worst event score of each driver will not count towards the Multiplayer championship. Penalty points are counted as a separate entity and cannot be dropped.

## 15.7 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.

## 15.8 Point Allocation and Championship

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

Position	Server 1	Server 2	Server 3	Server 4
1	100	40	20	10
2	90	35	15	6
3	85	30	12	4
4	80	25	10	3
5	75	20	8	2
6	70	18	6	1
7	65	16	4	
8	60	14	3	
9	55	12	2	
10	50	11	1	
11	48	10		
12	46	9		
13	44	8		
14	42	7		
15	40	6		
16	38	5		
17	36	4		
18	34	3		
19	32	2		
20	30	1		
21	28			
22	26			
23	24			
24	22			
25	20			
26	18			
27	16			
28	14			
29	12			
30	10			

The championship standings can be viewed at <http://game.raceroom.com/championships/24#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

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.

Drop scores will be calculated into the standings after round 4.

## 15.9 Championship Title

The driver with most points at the end of the season will be crowned **ADAC GT Masters Esports - 2019 Online Multiplayer Champion**.

## §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](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.

### 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 in server 1 is 20 points + 1 strike.  
A regular penalty in server 2 is 8 points + 1 strike.  
A regular penalty in server 3 is 4 points + 1 strike.  
A regular penalty in server 4 is 2 points + 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 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 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 ADAC GT Masters Esports Championship presented by RaceRoom 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.

### 18.3.3 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, 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 of the first server will be streamed live on the Facebook page of ADAC GT Masters, as well as the YouTube and Twitch Channel of RaceRoom, with English commentary by James Kirk and Robert Wiesenmüller.

If you want to stream the races in a local language, or stream a lower server, please contact [competition@raceroom.com](mailto:competition@raceroom.com)

## C. FINAL EVENT

### §21 Information on Final Event

#### 21.1 General Information

The final event will be held on **May 5<sup>th</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 – 2 drivers will share one car and one simulator. 24 teams in total will participate in the event.

#### 21.2 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.

### §22 Qualification for the Final Event

#### 22.1 Qualification via Leaderboard Championship

The best 4 drivers of the leaderboard championship will qualify the final, and receive the right to enter a team in the final event.

#### 22.2 Qualification via Multiplayer Championship

The best 20 drivers of the multiplayer championship will qualify the final, and receive the right to enter a team in the final event.

If the top 4 from the leaderboard championship are also in the group of the top 20 of the multiplayer championship, the next driver from the multiplayer championship will move onto the grid.

### 22.3 Selection of Teammates

Each driver has to select a teammate for the final event.

It does not matter if the teammate has participated in the online multiplayer championship, but he needs to have at least 5 valid results on the leaderboard championship.

Both drivers have to confirm via mail that they actually form a team (it is not a draft procedure, you need the consent of the teammate).

If a driver, who has qualified himself, is selected as a teammate, the next driver from the multiplayer championship will receive an invitation.

### 22.4 Team Entry Procedure

The 24 drivers, as described in §22.1 and 22.2, will receive their invitations on 15.4.2019.

They have time to register with a teammate, team name, and binding confirmation until 19.4.2019.

If there are free spots, the second round of invitations will take place at 19.4.2019.

They have time to register with a teammate, team name, car and binding confirmation until 24.4.2019. 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](mailto:competition@raceroom.com), so we can go straight to a reserve driver.

### 22.5 Car choice procedure

For this event we will use a special format: You have to “buy” your car for each track. You will receive 24 credits.

Cost of cars:

Nürburgring	Cost	Zandvoort	Cost	Most	Cost
Mercedes	10	Mercedes	10	Mercedes	10
Corvette	9	Corvette	9	Corvette	8
Porsche	7	Porsche	5	Porsche	6
Audi	8	Audi	7	Audi	8
BMW	7	BMW	8	BMW	7

You cannot exceed your credits limit (= 3x Mercedes is impossible).

Please confirm your car choices until Wednesday, 24. April, 10:00 AM CEST in this format:

Car Nürburgring:

Car Zandvoort:

Car Most:

## §23 Race Format at Final

### 23.1 Championship format

The final event consists of three races, each with a mandatory driver swap. Teams score points in each race and compete for the championship.

All drivers must be present at the briefing which takes place at 10:30 next to the stage, meeting point at the RaceRoom flag. Not showing up for the briefing means that you are not allowed to start.

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.

### 23.2 Timetable

10:30 CEST	Team Briefing
11:00 CEST	Practice (20 min each track)
12:10 CEST	End of Practice
12:30 CEST	Begin of the official event
12:35 CEST	Practice 1 - Zandvoort
12:40 CEST	Qualifying 1 – Zandvoort (10 min)
12:50 CEST	Race 1 – Zandvoort (40 min)
14:00 CEST	Practice 2 – Nürburgring Short Fast Chicane
14:10 CEST	Qualifying 2 – Nürburgring Short Fast Chicane (10 min)
14:20 CEST	Race 2 – Nürburgring Short Fast Chicane (40 min)
16:10 CEST	Practice 3 – Most
16:15 CEST	Qualifying 3 – Most (10 min)
16:25 CEST	Race 3 – Most (40 min)
17:40 CEST	Winner Celebration

### 23.3 Server settings

Difficulty: GetReal  
 Fuel Usage: Off  
 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: Off  
 Mandatory Pitstop: Yes, change at least 2 tyres, between 25% and 75% of race distance  
 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)

### 23.4 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.

### 23.5 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.

### 23.6 Point Allocation and Championship

The points scored will be added to form a championship table. Individual drivers do not score points – points are awarded for teams.

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 2<sup>nd</sup> places, then 3<sup>rd</sup> places, 4<sup>th</sup> places etc.
- Amount of penalty strikes received (less = better)
- placement in online multiplayer championship of the best driver per team

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.

### 23.7 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 **ADAC GT Masters Esports - 2019 Champion**

## §24 Pitstops and Driver swaps

### 24.1 Pitting procedure

The pit speed limiter will be engaged automatically, and the AI will take control of the car in the pitlane. As soon as they pit, the game will automatically change all four tyres of the car and refuel an appropriate amount of fuel, depending on the remaining race time.

### 24.2 Rules for driver swaps

Both drivers of the team have to drive.  
The pitstop has to be performed between 25% and 75% of the race distance.  
Driver swaps have to be performed in the pitlane, while the AI has taken over the car.  
Driver swaps always have to be registered by the driver who wants to get into the simulator.

## 24.3 Registering driver swaps

In order to register a driver swap, the driver who wants to get into the simulator has to approach an admin and tell him his team, and tell the request to get into the car. The admin will note down the information, and the driver has to wait for approval.

## 24.4 Performing driver swaps

After the new driver has gotten approval from an admin that he gets swapped in, he will be led to the stage and he can enter it. He should move carefully and slowly and stand next to his teammate, until the car of the teammate is stationary in the pits. He is allowed to talk to his teammate, to signal that his teammate should pit.

During the driver swap, drivers have to be extremely careful, and have to take special care that they do not use the wheel to support them when they get out or into the simulator, as it may get damaged.

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.

## §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.

As slow-down penalties are disabled in the race, the track limits are defined as 2 wheels always on track, kerbs are part of the track. Green carpet run off areas, such as in the final corner in Most, are ok to use, but not beyond it.



## 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 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.

#### 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**

In total, 5.000€ will be paid out, split across 15 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	1500 €
2	1000 €
3	750 €
4	500 €
5	375 €
6	250 €
7	125 €
8	100 €
9	80 €
10	70 €
11	50 €
12	50 €
13	50 €
14	50 €
15	50 €

## 28.2 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.

## 28.3 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.

## 28.4 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):

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.

## 28.5 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.

## 28.6 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.