RULEBOOK – 2019 SEASON

VERSION 1.0

Index

A. GENERAL INFORMATION

§1 Introduction

Be the first CUPRA Simracing Series Champion!

Participate on 5 online leaderboards, and qualify as one of 96 drivers for the 5 online multiplayer rounds of the CUPRA Simracing Series, run on RaceRoom Racing Experience. All drivers will compete with equal machinery, the CUPRA TCR, on some of the world's most challenging circuits.

Participation is free, and 6000 € prize money are on offer for the best players, as well as a RaceRoom Game Seat as a random draw between all participants from the EU, that participate in each round of the leaderboard. Of course, all Esports races will be streamed live.

Let the competition begin!

§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
Thomas Bienert
Georg Ortner
Michael Bell

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 CUPRA Simracing Series 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 CUPRA Simracing Series 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 CUPRA Simracing Series.
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 CUPRA Simracing Series, 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

For questions regarding the sporting regulations:
competition@raceroom.com

§6 Declaration of Consent

The winners agree that their names will appear in live streams and press releases handled by RaceRoom and CUPRA.

The winners agree that RaceRoom and CUPRA 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 and CUPRA 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 and CUPRA. All employees and partners of RaceRoom and CUPRA are obliged by RaceRoom and CUPRA 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 and CUPRA have the right to terminate or cancel the online qualifier at their discretion at any time. No claims can be derived from any premature termination.
RaceRoom and CUPRA have 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 and CUPRA explicitly reserve 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 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 Race Calendar

Event:	Starts:	Ends:	Multiplayer race live:	Race format:
Nürburgring GP	31.8.2019 13:00 GMT 15:00 CEST	16.9.2019 13:00 GMT 15:00 CEST	21.9.2019 17:00 GMT 19:00 CEST	2x25 min Top 10 Reverse Grid
Spa-Francorchamps GP	16.9.2019 13:00 GMT 15:00 CEST	30.9.2019 13:00 GMT 15:00 CEST	5.10.2019 17:00 GMT 19:00 CEST	1x60 min Mandatory Pitstop
Hockenheim GP	30.9.2019 13:00 GMT 15:00 CEST	14.10.2019 13:00 GMT 15:00 CEST	19.10.2019 17:00 GMT 19:00 CEST	2x25 min Top 10 Reverse Grid
Autodromo Monza	16.9.2019 13:00 GMT 15:00 CEST	30.9.2019 13:00 GMT 15:00 CEST	2.11.2019 18:00 GMT 19:00 CET	1x60 min Mandatory Pitstop
Macau	30.9.2019 13:00 GMT 15:00 CEST	4.11.2019 14:00 GMT 15:00 CET	9.11.2019 18:00 GMT 19:00 CET	2x25 min Top 10 Reverse Grid

§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.
Drivers born after 31. August 2005 are not permitted to take part in any stages of the championship.
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 conditions

There is no entry fee, and no requirement to own any content in RaceRoom Racing Experience.
The entry for the championship is entirely free.
You can find the leaderboards at http://game.raceroom.com/championships/36

13.2 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 rules

Difficulty: Free choice
Fuel Usage: Off
Tyre Wear: Off
Mechanical Damage: Off
Damage: Off
Fixed Setups: No
Cut Rules Penalties: In-Game
Automatic Clutch: Allowed
Automatic Gears: Allowed
Game time: Sunset
Weather: Good

§15 Multiplayer Championship

15.1 Invitations

The best 96 drivers on the Leaderboard will be invited via e-mail on Monday afternoon, after the end of the respective qualifying session.

They have time to respond until Wednesday, 10:00 GMT to confirm their spot.
A second round of invites for reserve drivers, moving up into the grid, will be messaged on Thursday, and has time to respond until Friday, 10:00 GMT.

Drivers will then receive a gridmail with all server information. They will be assigned to one of four servers. The 24 fastest registered drivers will compete in Server 1, the 25-48 fastest registered drivers in server 2, the 49-72 fastest registered drivers in server 3 and the 73-96 fastest registered drivers in server 4.

15.2 Server settings

Difficulty: GetReal
Fuel Usage: On
Tyre Wear: Normal
Mechanical Damage: On
Damage: On
Qualifying: Unlimited laps, open session, 15 minutes
Formation Lap: No
Type of Start: Standing
Fixed Setups: No
Flag Rules: Visual Only
Cut Rules Penalties: In-Game, slowdown penalties
Mandatory Pitstop:
      For rounds 1,3,5: no
      For rounds 2,4: Yes, manual pitstop, change at least 2 tyres
Automatic Clutch: Allowed
Automatic Gears: Allowed
Game time: Sunset
Race length:
      For rounds 1,3,5: 25 minutes
      For rounds 2,4: 60 minutes

15.3 Timetable for rounds 1, 3, 5

18:40 CEST	Practice	
19:00 CEST	Stream Start	
19:10 CEST	Qualifying	15 minutes, unlimited laps
19:25 CEST	Race 1	25 minutes, standing start
19:50 CEST	Race 2	25 minutes, standing start, top 10 reversed

Throughout the season, the local starting times for players in Germany will stay the same.
The stream therefore starts at 17:00 GMT for rounds 1 and 3, and at 18:00 for round 5.

15.3 Timetable for rounds 1, 3, 5

18:40 CEST	Practice	
19:00 CEST	Stream Start	
19:10 CEST	Qualifying	15 minutes, unlimited laps
19:25 CEST	Race	60 minutes, standing start

Throughout the season, the local starting times for players in Germany will stay the same.
The stream therefore starts at 17:00 GMT for round 2, and at 18:00 for round 4.

15.4 Point Allocation and Championship

The points scored will be added to form a championship table.
Points per race in rounds 1, 3, 5

Position	Server 1	Server 2	Server 3	Server 4
1	100	40	20	10
2	90	33	15	6
3	82	28	12	4
4	76	24	10	3
5	70	21	8	2
6	65	18	6	1
7	60	16	4	
8	56	14	3	
9	52	12	2	
10	48	11	1	
11	46	10		
12	44	9		
13	42	8		
14	40	7		
15	38	6		
16	36	5		
17	34	4		
18	32	3		
19	30	2		
20	28	1		
21	26			
22	24			
23	22			
24	21			

Qualifying Points (Session on race day, setting the grid for race 1):

Position	Server 1	Server 2	Server 3	Server 4
1	15	7	3	1
2	12	5	2	
3	10	3	1	
4	8	2		
5	6	1		
6	4			
7	2			
8	1			

Points per race in rounds 2, 4

Position	Server 1	Server 2	Server 3	Server 4
1	200	80	40	20
2	180	66	30	12
3	164	56	24	8
4	152	48	20	6
5	140	42	16	4
6	130	36	12	2
7	120	32	8	
8	112	28	6	
9	104	24	4	
10	96	22	2	
11	92	20		
12	88	18		
13	84	16		
14	80	14		
15	76	12		
16	72	10		
17	68	8		
18	64	6		
19	60	4		
20	56	2		
21	52			
22	48			
23	44			
24	42			

Qualifying Points (Session on race day):

Position	Server 1	Server 2	Server 3	Server 4
1	15	7	3	1
2	12	5	2	
3	10	3	1	
4	8	2		
5	6	1		
6	4			
7	2			
8	1			

In case of a points tie, the following factors are deciding:
- Amount of multiplayer wins
- Amount of 2nd places, then 3rd places, 4th places etc.
- Amount of penalty strikes received (less = better)
- Leaderboard time for round 5, Macau.
- Random Draw

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.

The worst event score of each driver will be dropped. Penalty points count as a separate entity and cannot be dropped.

15.5 Official results

The results will be official, only after the stewards report, according to the rules in $18.
Official results will be posted here:
https://forum.sector3studios.com/index.php?forums/Esports/

15.6 Championship Title

The driver with most points at the end of the season will be crowned **CUPRA Simracing Champion 2019.**

§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 Sunday 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 CUPRA Simracing Series 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 points 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 halfed. No strike is given.

In cases such as (but not limited to) disadvantaging a large group of drivers due to contact, very careless driving, repeated track limit infringements to gain an advantage, the penalty points maybe doubled and 2 strikes may be given.

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

Extreme cases, such as (but not limited to) cheating or deliberately wrecking another driver will lead to a disqualification and to an instant ban from ALL events of the CUPRA Simracing Series 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 3 strikes, you will be banned from the qualifying (the session directly before the race) of the next race you qualify for. You have to stay in the pitlane for the entire duration of the session. Ignoring the penalty will result in an exclusion of the season.
When you receive 4 strikes, you will be banned from participating in the next race. You can qualify on the leaderboard, but you will simply not receive an invitation e-Mail.
When you receive 6 strikes, you will be banned from the remainder of the season, including the final event.

License points cannot be dropped, removed or taken back.

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 with English commentary on the Twitch, YouTube and Facebook Channel of RaceRoom, as well as in the CUPRA app.
If you want to stream the races in a local language, or stream a lower server, please contact competition@raceroom.com

§21 Prize pool

21.1 Cash prize payout

In total, 6.000€ will be paid out for the final championship standings. Prize money will be paid out according to the official final results. The official results will be published here:
https://forum.sector3studios.com/index.php?forums/Esports/

Position	Payout
1	3000 €
2	2000 €
3	1000 €

21.2 RaceRoom Game Seat draw

One RaceRoom RR3033 Game Seat, including stiffening profiles and seat rails, will be given to a randomly drawn player amongst all drivers that participated on each leaderboard of the CUPRA Simracing Series.
Only players with a permanent residence in the European Union are eligible for the random draw.

21.3 Claiming prize money

You will be messaged by RaceRoom up to 2 weeks after the conclusion of the championship

You have to provide the following information:
Name:
Address:
City:
Country:
IBAN:
BIC:

Prize payout can take up to 2 months after sending the correct payout information.

21.4 Violations against the rules and effect on prize payout

Violations against §3 of this rulebook, §20 of this rulebook, §21 of this rulebook and §22 of the rulebook may lead to an exclusion of the championship. As soon as you are excluded from the championship, no prize money will be paid out for you.

21.5 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.

21.6 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.