



Esports WTCR OSCARO 2019 - ASIA / OCEANIA  
QUALIFIER

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**RULEBOOK**

VERSION 1.0

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## A. GENERAL INFORMATION

### §1 Introduction

The Esports WTCR OSCARO is the official international simracing competition of the FIA WTCR / OSCARO, presented by RaceRoom, Oscaro, KW Suspensions. The Asia / Oceania qualifier takes place online on RaceRoom Racing Experience, consisting of 3 time attack and 3 multiplayer rounds. The winner will qualify for the Esports WTCR OSCARO Final in Malaysia on 14. December 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  
Thomas Bienert

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 Esports WTCR OSCARO 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 Esports WTCR OSCARO 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 Esports WTCR OSCARO.

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 Esports WTCR OSCARO, 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, Eurosport and the FIA WTCR.

The winners agree that RaceRoom can make and broadcast photographs and movie recordings (e.g. internet stream), on which the winners are identifiable as well as statements, interviews and similar captured on audio and video. RaceRoom are entitled to use these recordings.

### §7 Data Privacy

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Germany. Only the personal data that is required to handle the competition and prize is collected and forwarded onto partners of RaceRoom. All employees and partners of RaceRoom are obliged by RaceRoom to maintain data secrecy. Data is only transferred to state

agencies or authorities within the framework of legal regulations. The participant agrees to this. The data is deleted after the competition has been carried out.

### **§8 Premature Termination of the Competition**

RaceRoom has the right to terminate or cancel the online qualifier at its discretion at any time. No claims can be derived from any premature termination.

RaceRoom has the right to exclude one or more participants from taking part in the competition in the event of any manipulations or attempted or suspected manipulation.

### **§9 Changes**

RaceRoom explicitly reserves the right to amend or modify these conditions at any time, with effect for the future. The competitors shall be notified about this at a suitable point.

### **§10 Legal disclaimer**

There is no legal recourse. The law of the Federal Republic of Germany applies exclusively and the jurisdiction of RaceRoom Entertainment GmbH shall apply in the event of a dispute. If any of the abovementioned provisions in these conditions of entry should be ineffective or contain a loophole, the other provisions shall remain unaffected by this. Ineffective or incomplete provisions shall be maintained with effective content which comes as close as possible to reflecting the sense of the ineffective content.

By participating, the user automatically accepts the conditions of entry.

## B. SPORTING REGULATIONS OF THE INTERNATIONAL CHAMPIONSHIP

### §11 Online Championship Calendar

Circuit:	Start of Leaderboard:	Deadline for MP Qualifying:	Multiplayer race live:	Ingame Time:
<b>Suzuka GP</b>	25.7.2019 13:00 GMT	23.9.2019 13:00 GMT	29.9.2019 09:35 GMT	Afternoon
<b>Macau</b>	25.7.2019 13:00 GMT	30.9.2019 13:00 GMT	6.10.2019 09:35 GMT	Noon
<b>Sepang GP</b>	25.7.2019 13:00 GMT	14.10.2019 13:00 GMT	20.10.2019 09:35 GMT	Afternoon

### §12 Eligibility

Drivers with a permanent residence in the following countries are eligible to enter the competition:

Asian countries:

Afghanistan, Armenia, Azerbaijan, Bahrain, Bangladesh, Bhutan, Brunei, Cambodia, China, Georgia, Hong Kong, India, Indonesia, Iran, Iraq, Israel, Japan, Jordan, Kazakhstan, Kuwait, Kyrgyzstan, Laos, Lebanon, Macau, Malaysia, Maldives, Mongolia, Myanmar, Nepal, North Korea, Oman, Pakistan, Palestine, Philippines, Qatar, Saudi Arabia, Singapore, South Korea, Sri Lanka, Syria, Taiwan, Tajikistan, Thailand, Timor-Leste, Turkey, Turkmenistan, United Arab Emirates (UAE), Uzbekistan, Vietnam, Yemen

Oceania countries:

Australia, Fiji, Kiribati, Marshall Islands, Micronesia, Nauru, New Zealand, Palau, Papua New Guinea, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu

If RaceRoom has reasonable doubt about the residence, we may require the participant to send information to prove that he is living in an eligible country indeed.

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 Free entry

The entry for the championship is entirely free.

### 13.2 Qualifying for the online multiplayer events

Qualifying sessions will be accessible via the following link:

<http://game.raceroom.com/championships/39>

Each race has its own qualifying competition. You need to qualify for each event individually.

At the deadline for qualifying for the Multiplayer race, the **30 best online drivers will be invited by e-mail** to participate in the live multiplayer races. It does not matter if you have a time attack license (A, B, C, D) or not. Every entry on the leaderboard, if it complies with the other rules, is eligible. Drivers must confirm their participation in writing by **no later than the Wednesday, 10 noon (GMT)** before the multiplayer race. If the commitment is not given by the deadline, the qualifier may be replaced by the next participant from the respective ranking list. It shall be up to the organiser to decide whether a replacement is made.

If you cannot participate, and you know so during the confirmation period, please tell us that you cannot attend and your spot will be allocated to another driver. There are no negative consequences to this.

Once the grid is final, drivers will receive the **gridmail via e-mail** before the race.

Once you have confirmed your presence, you are expected to show up for the event.

If you miss one event for which you have confirmed your presence, you will receive a warning. If you miss a second event, you will be excluded from any further events from the championship. Late absence reports are not possible and will be ignored.

### 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

Multiplayer races will use the following performance weights:

Hyundai i30 N TCR – 13 kg

Honda Civic TCR – 6 kg

Audi RS3 LMS TCR – 5 kg

CUPRA TCR – 5 kg

Lynk & Co 03 TCR – 2 kg

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.

If one car is overly represented, or overpowered, the stewards have the right to impose a permanent penalty weight to a car, which is applied in all multiplayer sessions. In this case, drivers have the right to switch from the respective car to another one 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 Time Attack

### 14.1 Leaderboard rules

Difficulty: Free choice  
Fuel Usage: Off  
Tyre Wear: Off  
Mechanical Damage: Off  
Damage: Off  
Fixed Setups: No  
Cut Rules Penalties: In-Game, slowdown penalties  
Automatic Clutch: Allowed  
Automatic Gears: Allowed

## §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/39#standings>

Updated information, news and penalties can be found here:

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

### 15.2 Race Format

09:35 GMT	Free Practice	30 minutes	
10:00 GMT	Stream Start		
10:05 GMT	Qualifying	15 minutes	Open session
10:20 GMT	Race 1	25 minutes	Standing start
10:45 GMT	Race 2	25 minutes	Standing start, Top 10 reversed

### 15.4 Server settings

Difficulty: GetReal, assists can be used with penalty weight  
Fuel Usage: Normal

Tyre Wear: Normal  
Mechanical Damage: On  
Damage: Realistic  
Qualifying: Unlimited laps, open session  
Formation Lap: No  
Type of Start: Standing  
Fixed Setups: No  
Flag Rules: Visual Only  
Cut Rules Penalties: In-Game, slowdown penalties  
Mandatory Pitstop: No  
Automatic Clutch: Allowed  
Automatic Gears: Allowed  
Game time: Noon  
Weather: Default

### 15.5 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.

### 15.6 Joining and leaving the server

Joining the server has to be done in the practice session at the beginning of the event.  
Leaving the server before the session swaps over is not allowed. If your name is missing from the server result file because you left the server too early, it is your personal problem and you will not score points.  
It is recommended to save the results files, and to take a screenshot of the race results ingame, in case complications with the results occur.

### 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

Multiplayer Races:

Position	Server 1
1	100
2	90
3	82
4	76
5	70
6	65
7	60
8	56
9	52
10	48
11	46
12	44
13	42
14	40
15	38
16	36
17	34
18	32
19	30
20	28
21	26
22	24
23	22
24	21
25	20
26	19
27	18
28	17
29	16
30	15

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

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

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

The championship standings can be viewed at  
<http://game.raceroom.com/championships/39#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 Championship position
- 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.

## **§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 Esports WTCR OSCARO 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.

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 Esports WTCR OSCARO 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 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

As soon as a stable broadcasting solution is guaranteed, the races will be broadcasted live.

## C. FINAL EVENT

### §21 Information on Final Event

#### 21.1 General Information

The final event will be held on **December 14<sup>th</sup> 2019 in Kuala Lumpur, Malaysia**, on the same weekend as the FIA WTCR Race of Malaysia.

All tests, races, briefing, winner celebration, and real WTCR experience, will be held **from December 13<sup>th</sup> to December 15<sup>th</sup>**.

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

#### 21.2 Event Location

The final event will be held in MidValley Megamall, Kuala Lumpur, Malaysia.

The exact location and schedule of the final event will be communicated at a later stage. Entrance to the venue will be free, for players and spectators.

#### 21.3 Travelling

It's the drivers own responsibility to book the flights and to make sure they have the necessary documents in order to travel to Malaysia. Underage players are allowed to participate, but have to make sure that they travel with a legal guardian.

Drivers receive a participation bonus for their attendance and participation in the final event, which may be used to finance the trip. Details are specified in §24.

## 21.4 Accommodation

A hotel room will be provided from Thursday, December 12<sup>th</sup>, to Monday, December 16<sup>th</sup>, free of charge.

It is possible to bring another person, who shares the hotel room with the qualified driver. In this case, you have to communicate the name of the person that travels with you, when you confirm your participation.

## §22 Qualification for the Final Event

### 22.1 Qualification via Asia/Oceania Qualifier

The winner of the Asia/Oceania Qualifier will qualify for the final.

If the best player of the region is also in the top 8 of the international multiplayer championship and achieves a spot via this way, the 2<sup>nd</sup> best player of the Asia Qualifier will move up.

If the winner of the Asia/Oceania Qualifier cannot attend, the second placed driver will move up and take the place in the final.

If the second driver can also not attend, no driver from the Asia/Oceania qualifier will participate in the final, and RaceRoom has the right to define another way of qualifying for the final.

### 22.2 Finalist overview

- 8 Drivers from Esports WTCR OSCARO Online Multiplayer Championship
- 1 Driver from America, from Esports WTCR OSCARO Time Attack Championship
- 1 Driver from Asia Qualifier
- 1 Driver from Malaysia Onsite-Qualifier
- 2 Drivers from Russian Qualifier

In total, 13 Drivers will participate in the final.

### 22.3 Entry Procedure

The Driver, as described above, will receive his invitation on 24.10.2019.

He has time to register with a team name, car choice, and binding confirmation until 29.10.2019.

If he does not confirm, the second round of invitations will take place at 29.10.2019.

The second placed driver has time to register with a team name, car choice, and binding confirmation until 4.11.2019. 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.

If not all of the spots are filled on 4.11.2019, RaceRoom has the right to redefine terms and conditions to fill the remaining spots, such as a last chance qualifier.

If you confirm your spot, you are expected to show up at the final event.

## 22.4 Car choice procedure

For this event we will use a special format: Each of the 13 real WTCR teams will be represented by one simracer.

The following cars are part of the selection:

Alfa Romeo Giulietta Veloce TCR

Audi RS 3 TCR

CUPRA TCR

Honda Civic TCR

Hyundai i30 N TCR

Lynk & Co 03 TCR

Volkswagen Golf GTI TCR

When you confirm your participation, please attach all cars, in your order of preference.

Cars will be assigned in the order of the position in the Time Attack Championship, since all players from all regions can participate in this championship without restrictions. The Time Attack Champion will therefore get his first car choice, guaranteed.

## 22.5 Attendance

Failure of attending the event, after confirming your position, may lead to an exclusion of further RaceRoom championships.

## §23 Race Format at Final

The final event consists of at least three races, run in a championship format with points. More detailed information about race format, rules, points system, schedule and equipment will be released at a later stage.

The driver with most points at the end of the event will be crowned **Esports WTCR OSCARO 2019 Champion**.

## §24 Payout

### 24.1 General payout

There will be a total payout of up to 25.000 €, split into two categories:

- a) Travel cost support, as a prize for participating in the final event, up to 15.000 € total
- b) Performance-based cash prize for the position in the final, 10.000 € total

## 24.2 Travel Cost Support

### 24.2.1 Winner of Asia/Oceania Qualifier

The winner will receive up to 1200€ each, as travel cost support, if he chooses to participate in the final event.

### 24.2.2 Payout conditions

Participation bonus will be paid out after the event.

You need to attach all travel-related receipts, such as the receipts of the flight tickets, to your mail when you claim your prize money, according to the format laid out in §24.6.

Travel-related costs are:

- Travel costs for one player, plus up to one accompanying person
- Expenses of 24€ per full day, and 12€ for additional travelling days between 8 and 24 hours.
- Additional hotel costs, if it is required in order to get to the airport.

We will compensate all travelling-related costs, up to the sums specified in §24.2.1 and §24.2.2. If your receipts are lower than the sums, we will only cover the actual costs.

### 24.2.3 Early payout

On a case by case base, we can pay out the travel cost support before the event, if the driver can provide proof that he will indeed attend the final. In order to claim an early payout, the driver has to contact [competition@raceroom.com](mailto:competition@raceroom.com), in order to find an agreement.

If the driver subsequently fails to attend the event, he is required to pay back the travel cost support, and also cover additional costs (for example, hotel costs or flying in reserve participants). He needs to do this, regardless of the legal reason why he did not participate, and regardless if costs arose for the participant.

In addition, if he attends the event and his actual travel costs are lower than the paid out sum, he needs to pay back the difference.

Any payment has to be done within 14 days of notification. Failure to comply with the early payout rules will lead to an exclusion of further RaceRoom championships and events.

### 24.3 Cash prizes

In total, 10.000€ will be paid out, split across 13 drivers. Prize money will be paid out according to the official final results of the on-site event in Kuala Lumpur. The official results will be published here:

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

Position	Payout
1	3000 €
2	2000 €
3	1500 €
4	1000 €
5	600 €
6	500 €
7	400 €
8	300 €
9	200 €
10	200 €
11	100 €
12	100 €
13	100 €

### 24.4 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.

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

Violations against §3 of this rulebook, §16 of this rulebook, §17 of this rulebook, §18 of this rulebook and §19 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.

### 24.6 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:

You need to attach all travel-related receipts, if you want to claim travel cost support.

#### **24.7 Payout and taxes**

Cash prizes from sports competitions are generally taxable. Therefore, the paid out cash prize sum may be diminished by taxes that apply either by Malaysian law, or by the participant's country of residence.