PORSCHE

ESPORTS CARRERA CUP
SCANDINAVIA

RULEBOOK
VERSION 1.0

Index

A. GENERAL INFORMATION

§1 Introduction

The Porsche Esports Carrera Cup Scandinavia is a simracing competition, created in collaboration of Porsche Sweden and RaceRoom. It is held on RaceRoom Racing Experience, consisting of leaderboard qualifiers, four live-streamed online mulitplayer races for drivers from Sweden, Denmark and Norway and a Grand Final, held as a LAN event in Stockholm, Sweden.

§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

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 Porsche Esports Carrera Cup Scandinavia 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 Porsche Esports Carrera Cup Scandinavia 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 Porsche Esports Carrera Cup Scandinavia.
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 Porsche Esports Carrera Cup Scandinavia, 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

5.1 Organiser of the championship

Porsche Sverige
Hantverksvägen 9
151 88 Södertälje

5.2 Sporting goverment over the championship

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany
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 Porsche Sverige, and its partners.

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 Sweden. Only the personal data that is required to handle the competition and prize is collected and forwarded onto partners of RaceRoom and Porsche Sverige. All employees and partners of RaceRoom and Porsche Sverige are obliged 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 Porsche Sverige have 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 and Porsche Sverige 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 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 Kingdom of Sweden applies exclusively and the jurisdiction of Porsche Sverige 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:	End of Leaderboard:	Multiplayer race live:	Ingame Time:
Ring Knutstorp	03.10.2019 17:00 CEST	14.10.2019 15:00 CEST	17.10.2019 19:30 CEST	Afternoon
Scandinavian Raceway	03.10.2019 17:00 CEST	21.10.2019 15:00 CEST	24.10.2019 19:30 CEST	Noon
Gelleråsen Arena	03.10.2019 17:00 CEST	28.10.2019 15:00 CET	31.10.2019 19:30 CET	Evening
Mantorp Park	03.10.2019 17:00 CEST	04.11.2019 15:00 CET	07.11.2019 19:30 CET	Afternoon

§12 Eligibility

12.1 Country Eligibility Rules

Every participant in the multiplayer races, or the LAN final, has to have his permanent residence in Sweden, Denmark or Norway for the duration of the championship.
RaceRoom will send the invitations to the multiplayer races only to players with their driver profile country flag set to Sweden, Denmark or Norway.
If you are a permanent resident of these countries, but have your flag set to another country, please change it and inform RaceRoom at competition@raceroom.com about your eligibility.

If you driver profile is set to Sweden, Denmark or Norway, but you are not eligible, please also notify RaceRoom at competition@raceroom.com

Attempts to avoid the country eligibility rules will lead to a permanent ban from RaceRoom competiitons.
On the time attack qualifiers (Leaderboard), drivers from all countries are welcome to try the cars!

12.2 Age Eligibility Rules

Every participant in the multiplayer races, or the LAN final, has to be at least 13 years old on 03.10.2019.

12.3 Other restrictions

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 condititions 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/40
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 **24 best online drivers from Sweden, Denmark and Norway will be invited by e-mail** to participate in the live multiplayer races. (24 drivers total, not per country) 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, 12:00 CEST / CET** 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. A second round of invites is sent on Wednesday. Drivers are advised to check their e-mails Wednesday evening. The second round of invites has to confirm participation until **no later than the Thursday, 12:00 CEST / CET** before the multiplayer race.

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** directly before the race, including the password.

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

All drivers race with the Porsche 911 GT3 Cup.

Liveries will be assigned by the race direction.

13.4 Team and Community

You can specify a team or a community that you will be representing during the Championship in your RaceRoom driver profile. There are no point tables for teams or communities; however the names will be used for promotional materials and the broadcast commentary. It is not necessary to specify a team or a community. Any offending or discriminatory names will be rejected by the Staff.

§14 Time Attack rounds / Leaderboards

14.1 Time Attack formats

The time attack rounds act as a qualifier for the multiplayer races. You can access them here:
http://game.raceroom.com/championships/40

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, lap invalid when you cut the track
Automatic Clutch: Allowed
Automatic Gears: Allowed

14.3 Cut Track Clarification

In general, we will use the ingame cutting rules of RaceRoom to determine the validity of laptimes. However, skipping entire corners or sections of the track, or wallriding, is not allowed, even if it is not automatically detected by a game. Such offenses will lead to a DQ for the next race for the driver at the first offense, and 2 strikes for the championship, and a DQ from the championship at the second offense.

§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/40#standings
Updated information, news and penalties can be found here:
https://forum.sector3studios.com/index.php?forums/Esports/

15.2 Race Format

Time	Session	Duration	Notes
19:10 CEST / CET	Free Practice	30 minutes	
19:30 CEST / CET	Stream Start		
19:40 CEST / CET	Qualifying	10 minutes	Open session
19:50 CEST / CET	Race 1	20 minutes	Standing start
20:10 CEST / CET	Race 2	20 minutes	Standing start, Grid in Finishing order R1

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
Flag Rules: Visual Only
Cut Rules Penalties: In-Game, slowdown penalties
Mandatory Pitstop: No
Automatic Clutch: Allowed
Automatic Gears: Allowed
Game time: See Calendar
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 are no drop scores. All rounds count towards the championship

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	20
2	18
3	16
4	14
5	12
6	10
7	9
8	8
9	7
10	6
11	5
12	4
13	3
14	2
15	1
16	0
17	0
18	0
19	0
20	0
21	0
22	0
23	0
24	0

One additional point will be awarded to the driver who starts on Pole Position for the first race of the event.

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

The championship standings can be viewed at
http://game.raceroom.com/championships/40#standings

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 position in Round 4, then Round 3, then Round 2, then Round 1
- 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. Unlike real motorsports, overtaking is not forbidden, but incidents under yellow flags will be penalized with a higher severity.

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 Friday after the race, 00:01 CET and Saturday, 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 Porsche Esports Carrera Cup Scandinavia 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 is 4 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 4, and 4 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 Porsche Esports Carrera Cup Scandinavia and 6 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 will be streamed live on the YouTube page of Porsche Carrera Cup Scandinavia, as well as the Twitch Channel and Facebook page of RaceRoom, with Swedish commentary.
If you want to stream the races in a local language, please contact competition@raceroom.com

C. GRAND FINAL

§21 Information on Grand Final

21.1 General Information

The final event will be held on **Saturday, 23th of November 2019 in Stockholm, Sweden,** in Porsche Center Danderyd.

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

21.2 Event Location

Porsche Center Danderyd
Rinkebyvägen 5
182 36 Danderyd
Sweden

The exact location of the event, within the Porsche Center, will be communicated to the participants in due time.

21.3 Travelling and Accomodation

Porsche Sweden will cover flights, hotel room and transportation to and from airports for players in the final. All travel arrangements for the 12 finalists will be booked by Porsche Sweden's travel agency, and we will put you in contact with them.

Travelling will only be covered for the player himself. If someone accompanies you, the travel and accomodation for that person has to be organized and covered by yourself.

§22 Qualification for the Grand Final

22.1 Qualification via Multiplayer Championship

The best 12 drivers of the multiplayer championship will receive an invitation to drive in the Grand Final.

22.2 Entry Procedure

The 12 drivers, as described above, will receive their invitations on 11.11.2019.
They have time to register with a team name, car choice, and binding confirmation until 13.11.2019, 12:00 CET.
If there are free spots, the second round of invitations will take place at 13.11.2019. in the afternoon, with invites send out to the next drivers of the multiplayer championship starting at P13.

They have time to register with a team name, car choice, and binding confirmation until 15.11.2019, 12:00 CET. If required, we will run a third round of invitations.

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

If not all of the spots are filled on 15.11.2019, 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.

22.3 Attendance

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

§23 Race Format at Grand Final

23.1 Race calendar

The final event consists of a driver briefing, a test session and three races, run in a championship format with points.

The following tracks will be used in the following order:

Circuit:	Qualifying	Race length	Ingame Time:
Mantorp Park	10 minutes	20 minutes	Noon
Gelleråsen Arena	10 minutes	20 minutes	Afternoon
Scandinavian Raceway	10 minutes	20 minutes	Evening

The exact schedule and starting times will be announced at a later stage.

23.2 Server settings

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

Game time: See Calendar
Weather: Default

23.3 Equipment

Participants will be provided over the course of the event with headsets. Usage of own headsets has to be cleared up with the staff onsite.

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.

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. Wheels are set to the default profile of the event version. Drivers can change the driving view. If you use cockpit view, please be aware that you can only move the seat forward and backward, but not up and down.

23.4 On-Track Rules

The rules on track follow the rules in §16 and §17.

23.5 Incidents and Penalties

The rules for penalties follow the rules in §18, with the following changes:

- Reports have to be written on-site, directly after the race. The form and exact timing will be explained to the drivers in the briefing.
- 2 strikes equal a grid penalty for the final race at Scandinavian Raceway (if the driver manages to pick up 2 strikes in the first 2 races). The driver has to leave out the qualifying session and start from the back.
- 3 strike equal an exclusion from the event.
- Not starting an event will lead to a DQ, and 3 strikes.
- Reports affecting the Top 3 will be reviewed directly at the event.

23.6 Points and championship

The points standings during the final are separate from the online championship. All drivers start with 0 points into the event.

Points are awarded for the official race results, once the stewards have declared them to be official.

Position	Server 1
1	20
2	18
3	16
4	14
5	12
6	10
7	9
8	8
9	7
10	6
11	5
12	4

One additional point will be awarded to the driver who starts on Pole Position for each race.

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

In case of a points tie, the following factors are deciding:
- Amount of multiplayer wins at the Grand Final
- Amount of 2nd places, then 3rd places, 4th places etc. at the Grand Final
- Amount of penalty strikes received (less = better) at the Grand Final
- Finishing position in the online multiplayer championship

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 driver with most points at the end of the event will be crowned **Porsche Esports Carrera Cup Scandinavia 2019 Champion.**

§24 Prize Pool

24.1 Prize pool overview

There will be a total prize pool of 100 000 SEK, split across the top 3 drivers.

Prize money will be paid out according to the official final results of the Grand Final. The official results will be published here: https://forum.sector3studios.com/index.php?forums/Esports/

Position	Payout
1	60 000 SEK
2	25 000 SEK
3	15 000 SEK

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

Porsche Sverige will contact the winners of the prize money.

If you have not been contacted within 4 weeks after the publication of the results, please contact competition@raceroom.com

24.7 Payout and taxes

Cash prizes are generally taxable. The winners have to pay taxes according to local laws.