GENERAL COMPETITION RULES
VERSION 1.0

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A. GENERAL INFORMATION

§1 Introduction

The purpose of this rulebook is to provide a base set of rules for RaceRoom Competitions.

§2 Validity

These rules are valid for:

- All events hosted on http://game.raceroom.com/competitions/ which refer to this rulebook in the information text.
- Live events organized by RaceRoom Entertainment GmbH with competitive character.

These RaceRoom competitions may have a separate ruleset, explaining competition-specific rules, which come on top of this ruleset.

National competitions may run with completely separate rulesets.

§3 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.

§4 Staff List

Robert Wiesenmüller
Thomas Bienert
Georg Ortner
Jean-Francois Chardon

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

Additional staff may be specified in the respective rulebooks of the championships.

§5 General rules

5.1 Reading and understanding the rules

Every driver participating in any event of RaceRoom is agreeing to having understood the rules, and is agreeing to obeying to the rules. By entering, you are bound to the rules. Failure to understand the rules is not an excuse.
If you have questions about certain rules, ask the staff via e-Mail at competition@raceroom.com

5.2 General Behaviour

Every driver participating in any event of RaceRoom must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion of the events.

5.3 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 RaceRoom event will receive a permanent ban.
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.
Tools such as Crewchief, OtterHud, ZeroforceHud, Motec or similar programs that provide information and no performance advantage are allowed. If you are unsure about a program, you can contact competition@raceroom.com

5.4 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 only allowed for online time attack participation and online multiplayer races without prizes. In online multiplayer races with prizes, or live events, you have to use your real name.
Multiple accounts or deliberate creation of new, lower ranked accounts are not allowed and will result in a permanent exclusion from the respective championship on RaceRoom, or on repeat offense or in case of ban evasion, in an exclusion from RaceRoom in general.

5.5 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.

§6 Sporting Organiser

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany

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

Competitions may be organized by separate companies. In this case, they will be referred to in the respective league's rulebook.

§7 Declaration of Consent

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

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.

§8 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 prizes 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.

§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 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.

§11 Leaderboard Etiquette

11.1 General rules

The rules of the leaderboard are defined by the rules that are set ingame. You can use all functions that the game allows you to do, if they do not violate other passages in this rulebook.

11.2 Track Limits

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 your laptime is disallowed.
In some cases, it may be possible to skip entire corners or sections of the track. This is not allowed, and will result in 2 strikes and a manual deletion of your laptime.
If the leaderboard is used as a qualifier for a multiplayer race, you will receive no invitation for the race. Repeat offenders will face harsher penalties.

11.3 Wallriding

Wallriding in order to gain a competitive advantage is disallowed, and will result in 2 strikes and a manual deletion of the laptime.
If the leaderboard is used as a qualifier for a multiplayer race, you will receive no invitation for the race. Repeat offenders will face harsher penalties.

§12 Multiplayer On-Track Etiquette

12.1 General sportsmanship

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.

12.2 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.

12.3 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 may be penalized more harshly.

12.4 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. Definition? Angreifer sucht weg – auch rein?

12.5 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.

12.6 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.

12.7 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.

12.8 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.

12.9 In-Game Chat

Using the ingame chat during qualifying and race is not allowed. Offenders will receive a warning, or penalties if they do it repeatedly or insult other drivers or admins.

12.10 Pressing Escape

Pressing escape during all sessions is allowed at all times and will not be penalized. If your car is too damaged and stationary, you have to press escape to avoid a dangerous situation.
In LAN events, depending on the setup of the event, pressing escape may not be possible. If this is the case, this rule is not used. In this case, you should notify the staff at the event, and try to move out of the way ingame if possible.

§13 LAN Etiquette

13.1 General behaviour

The rules for behaviour follow the general rules presented in §5, and the etiquette in multiplayer races outlined in §12.

13.2 Technical issues

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.

13.3 Touching simulators

While being on the stage, touching cables or simulators of other teams and drivers is strictly forbidden and in the case of suspected manipulation, may lead to a disqualification.

13.4 Damaging or stealing Equipment

The equipment used in events is property of RaceRoom. Purposefully damaging or stealing equipment will lead to penalties, and may lead to legal action.

§14 Flag signals and their meaning

14.1 Yellow flag

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

14.2 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.
Most important is to behave in a predictable manner.
In a single class race, or in multiclass races with no topspeed differences between the cars, please move off the racing line in a safe place to let the other driver pass.
In a multiclass race with topspeed differences between the cars, you can stay on the racing line.
Ignoring blue flags will result in a penalty.

14.3 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.

14.4 Black flag

A black flag indicates a disqualification.

§15 Incidents and Penalties

15.1 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

15.2 Incident procedure

The report and stewarding system will be set individually to fit each competition or event.

15.3 Penalties

Each competition may use a different system of penalties, which may consist of time penalties, point penalties or a warning/disqualification system.
However, all competitions will award strikes for incidents.

15.4 Strikes

For a regular penalty, you receive 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, 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, 2 strikes may be given.

In severe cases, such as (but not limited to) extremely careless driving or constant track limit infringements to gain an advantage, 3 strikes may be given.

Extreme cases, such as (but not limited to) deliberately wrecking another driver will lead to a disqualification from the competition and 8 strikes.

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.

Competitions, especially LAN-based competitions, may use harsher rules and award more strikes. These rules are specified in the respective rulebook.

15.5 Competition-overarching strikes

Throughout the calendar year, all strikes from all competitions will be listed in one competition-overaching list of strikes.

If a driver receives 10 strikes, he will receive a one-month ban from all RaceRoom Competitions.

If a driver receives 13 strikes, he will be banned from all RaceRoom Competitions for the rest of the calendar year.

At the end of the year, the strikes will be reset.
For all drivers with 7 or less strikes, it will be reset to 0 for the next year.
For all drivers between 8 and 12 strikes, they will start the next year on 2 strikes.
For all drivers with 13 or more strikes, they will start the next year on 4 strikes.

You can keep track of the strikes and attendance warnings here:
https://forum.sector3studios.com/index.php?forums/Esports/

15.6 Attendance

If you do not accept the invitation to an event, there are no consequences.
If you confirm your participation, and then do not show up, or report absence after the deadline set in the competition rulebook, it will be penalized.
The first absence with late or no absence report will result in a warning.
The second absence will result in a removal from the championship.

Competitions, especially LAN-based competitions, may use harsher or modified rules. These rules are specified in the respective rulebook.

15.7 Competition-overarching attendance

Throughout the calendar year, all absences from all competitions will be listed in one competition-overaching list of absences.

Three absences with late or no absence report will report in a 1 month ban from all RaceRoom Competitions.
Four absences will result in a ban for the remainder of the year.

You can keep track of the strikes and attendance warnings here:
https://forum.sector3studios.com/index.php?forums/Esports/

15.8 Most Extreme Offenses

The following offenses are so extreme that they are treated outside of the regular strike and penalty system:
   - Cheating
   - Theft
   - Fraud
   - Physical Assault
   - Discriminating Statements and Actions

Consequences depend on the severity of the offense, but range from a one-year ban to a permanent ban, and may include legal consequences.
If a driver returns to competition after such a ban, he will start the year on 4 strikes.