



RULEBOOK – 2020 SHOOTOUT

VERSION 1.01

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A. GENERAL INFORMATION

§1 Introduction

We present the ADAC GT Masters Esports Championship 2020! This season kicks off with the four Shootouts, where you can qualify to become one of 20 permanent starters for the full season.

§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

Thomas Bienert
Sebastian Gerhart
Holger Stangl
Robert Wiesenmüller

The „RaceRoom“ and „Sector3“ accounts on the forum forum.sector3studios.com also count as staff. The Staff can be contacted via e-Mail at gtmasters@raceroom.com

§4 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the ADAC GT Masters Esports Championship – 2020 Shootout 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 RaceRoom General Competition Rules

The general RaceRoom competition rules are valid and binding for this championship. You can find them here: <https://www.raceroom.com/wp-content/uploads/2020/01/RaceRoom-General-Competition-Rules-1.01.pdf>

4.3 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:
gtmasters@raceroom.com

§6 Declaration of Consent

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

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 and the ADAC. All employees and partners of RaceRoom and ADAC are obliged by RaceRoom and ADAC 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 the ADAC 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 ADAC 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 ADAC 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 Online Qualifiers

11.1 Time Attack Qualifiers

Event:	Starts	Ends	Track	Qualifiers
Leaderboard 1	24.1.2020 15:00 CET	2.2.2020 21:00 CET	Oschersleben Moto A	Top 30
Leaderboard 2	7.2.2020 21:00 CET	16.2.2020 21:00 CET	Red Bull Ring GP	Top 30
Leaderboard 3	21.2.2020 21:00 CET	1.3.2020 21:00 CET	Nürburgring Sprint	Top 30
Leaderboard 4	6.3.2020 21:00 CET	15.3.2020 21:00 CET	Sachsenring	Top 30

11.2 Shootout Multiplayer Races

Event:	Date	Track	Drivers	Qualify
Shootout 1	7.2.2020 20:00 CET	Oschersleben (Moto A) 40 min	Top 30 from Leaderboard 1	Top 5 qualify for full season
	7.2.2020 21:30 CET	Autodrom Most 40 min		
Shootout 2	21.2.2020 20:00 CET	Red Bull Ring GP 40 min	Top 30 from Leaderboard 2	Top 5 qualify for full season
	21.2.2020 21:30 CET	Zandvoort GP 40 min		
Shootout 3	6.3.2020 20:00 CET	Nürburgring Sprint 40 min	Top 30 from Leaderboard 3	Top 5 qualify for full season
	6.3.2020 21:30 CET	Hockenheimring GP 40 min		
Shootout 4	20.3.2020 20:00 CET	Sachsenring 40 min	Top 30 from Leaderboard 4	Top 5 qualify for full season
	20.3.2020 21:30 CET	Sachsenring 40 min		

§12 Eligibility

RaceRoom staff has the right to deny any entries.

You have to use the e-Mail address with which you registered on RaceRoom for official e-Mail correspondence.

Drivers born after 7. February 2006 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 online

13.1 Entry conditions

The leaderboards can be accessed here: <http://game.raceroom.com/championships/44>

Multiplayer races can be accessed via the multiplayer lobby in RaceRoom Racing Experience.

Password and server name are sent in the gridmail.

Participation on the leaderboard is entirely free. You do not have to own any content.

For the multiplayer races, you have to own the track, and the car. If a livery is assigned to you that you do not own, you have to buy it.

There is no separate, additional entry fee.

13.2 Leaderboard rules

Difficulty: Free choice

Fuel Usage: Off

Tyre Wear: Off

Mechanical Damage: Off

Damage: Off

Fixed Setups: Yes (TC Preset, Brake Bias, Brake Pressure and Steering Settings open)

Cut Rules Penalties: In-Game, lap invalidated for cutting

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Noon

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. The cars from the live event are not affected by the online car choice.

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 Multiplayer Shootouts

14.1 Invitations

The best 30 drivers on the respective RaceRoom Shootout qualifier will be invited via e-mail on the afternoon or evening of the Monday, on the day after the leaderboard closes.

They have time to respond until the Wednesday (2 days after), 12:00 CET to confirm their spot.

A second round of invites will be messaged on Wednesday, to fill the remaining open spots, and has time to respond until Thursday (1 day after), 12:00 CET.

Drivers will then receive a gridmail with all server information before the race start.

The General Competition Rules regarding attendance in §15.7 and §15.8 are in effect.

14.2 Car Choice for shootout

Car choice is free and has to be submitted in the confirmation mail. The livery will be assigned by RaceRoom. You can take a different car than on the leaderboard, but you have to take the same car for both races, that form each shootout. If you qualify for multiple shootouts, you can take different cars for each shootout.

The following cars are available:

- Audi R8 LMS GT3
- BMW M6 GT3
- Callaway Corvette C7R GT3
- Mercedes AMG GT3
- Porsche 911 GT3 R (2019)

14.3 Balance of Performance

There is no Balance of Performance on the leaderboard.
Balance of Performance will be in effect in all multiplayer sessions.

This overview informs you about the planned weights. RaceRoom reserves the right to modify it with a maximum of 10kg per car at any time. However, in case of physics updates, it may be changed completely. The final weights will be announced in the invitation mail on Monday.

Event:	Shootout 1	Shootout 2	Shootout 3	Shootout 4
Audi R8 LMS GT3	6 kg	2 kg	8 kg	
BMW M6 GT3	2 kg			20 kg
Callaway Corvette C7R GT3		4 kg	8 kg	
Mercedes AMG GT3	20 kg (5 kg)	16 kg (1 kg)	20 kg (5 kg)	24 kg (9 kg)
Porsche 911 GT3 R (2019)	28 kg (8 kg)	26 kg (6 kg)	32 kg (12 kg)	24 kg (4 kg)

(There is a planned BoP update by Sector3 Studios, which will permanently add 15kg to the Mercedes AMG GT3 and 20kg to the Porsche 911 GT3 R (2019). Once this is in effect, the value in the brackets will be used.)

14.4 Server settings

- Difficulty: GetReal
- Fuel Usage: On
- Tyre Wear: Normal
- Damage: Full
- Qualifying: Unlimited laps, open session, 15 minutes
- Formation Lap: No
- Type of Start: Standing
- Fixed Setups: Yes (TC Preset, Brake Bias, Brake Pressure and Steering Settings open)
- Flag Rules: Visual Only
- Cut Rules Penalties: In-Game, slowdown penalties
- Mandatory Pitstop: Yes, manual pitstop, change at least 2 tyres
- Game time:

Practice 1: Sunrise
 Qualifying 1: Morning
 Race 1: Noon
 Practice 2: Afternoon
 Qualifying 2: Afternoon
 Race 2: Sunset

Time acceleration: Off

Race length: 40 minutes

The damage setting may be reverted to "Limited", if issues with the suspension damage occur. This information will be provided in the Gridmail.

14.5 Race Schedule

19:15 CET	Practice	Track 1
19:40 CET	Stream Start	
19:45 CET	Qualifying	Track 1
20:00 CET	Race	Track 1
20:40 CET	Practice	Track 2
20:55 CET	Qualifying	Track 2
21:10 CET	Race	Track 2

14.6 Point Allocation and Championship

The points scored in each race will be added to form a championship table. Each shootout has its own championship table.

Position	Race Result
1	25
2	20
3	16
4	13
5	11
6	10
7	9
8	8
9	7
10	6
11	5
12	4
13	3
14	2
15	1

In case of a points tie, the following factors are deciding:

- Result in the Multiplayer Race on Track 2
- Result in the Multiplayer Race on Track 1
- Leaderboard time for Shootout qualifier
- 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.

14.7 Official results

The results will be official on Monday evening, after incidents and penalties have been reviewed, and published at:

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

§15 Rules, Incidents and Penalties

15.1 Etiquette

The etiquette follows the rules from the RaceRoom General Competition Rules in §11, §12 and §13.

15.2 Flag rules

The flag rules follow the rules from the RaceRoom General Competition Rules in §14.

15.3 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

15.4 Reporting Incidents

15.4.1 Report procedure

If you feel like another driver has disadvantaged your race, you or your teammate can report him to the stewards via e-mail to gtmasters@raceroom.com

Please provide it in the following form:

Your name:

Offending name:

Race, corner and lap:

Short description of the incident:

Separate incidents have to be covered in separate reports.

Please upload the replay on a filehoster and provide it in the report, if you are driving in a race which is not streamed on an official RaceRoom channel.

15.4.2 Rules for reports

You can only report incidents which have affected the race of your team. Reporting scenes that have no influence on your race is not allowed and the reports will be ignored.

15.4.3 Deadline for reports

Incident reports have to be provided between Saturday after the race, 00:01 CET and Sunday after the race 23:59 CET.

On the evening of the race, there is a cooldown period.

15.4.4 Appealing penalties

Appealing penalties after the fact is not possible.

15.4.5 Conduct with report and defence statements

Any reports that contain disrespectful or discriminatory comments towards the race direction or other competitors will be ignored, and the offender will be excluded from future events of RaceRoom.

15.4.6 Automatic staff reviews

The staff has the right to investigate incidents that are visible on the broadcast, but will only do so in case of extreme misbehaviour.

15.4.7 Incident review format

Incidents will be investigated after the race and after the end of the report deadline. They will be posted in the forums: <https://forum.sector3studios.com/index.php?forums/Esports/> on Monday after the race.

15.4.8 False reports

If the incident report does not contain enough information, or wrong information, the stewards have the right not to review the incident.

If a driver repeatedly reports incidents that have not happened, he will be penalized himself.

15.5 Penalties

15.5.1 Introduction to penalties

In this championship, you can receive points penalties.
In addition, you can receive strikes for unfair driving.

15.5.2 Penalty point catalogue

A regular penalty is 5 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 or constant track limit infringements to gain an advantage, the penalty may be multiplied by 3, and 3 strikes may be given.

Extreme cases, such as (but not limited to) deliberately wrecking another driver will lead to a disqualification and to an instant ban from ALL events of the ADAC GT Masters Esports Championship – 2020 Shootout and 8 strikes. His points score of the championship will be reset to 0 (with no other drivers moving up in previous rounds).

Most extreme offenses, as listed in the General Competition Rules under §15.8, will lead to an exclusion from all RaceRoom Competitions for at least one year.

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.

The strike and attendance competition-overarching lists are active in this competition.

15.5.3 License points system

When you receive 3 strikes, you will not be allowed to participate in the next Shootout.

When you receive 5 strikes, you will be excluded from the entire ADAC GT Masters Esports Season 2020.

License points cannot be dropped, removed or taken back throughout the shootouts.

For the full Esports season, the strikes are not carried over. The competition-overarching rules specified in the General Competition Rules in §15.5 are still active.

15.5.4 Announcement of penalties

Full descriptions of the stewards decisions will be released here:

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

§16 Full Season Invitations

16.1 Invitation to events

Once the results from a shootout are declared official, the top 5 drivers in each Shootout Championship will qualify for the full season of the ADAC GT Masters Esports Championship. There will be 20 full-season starters in total.

You will receive a mail from RaceRoom, with further information and contacts, on Monday evening after the shootout.

You need to confirm your participation for all events until Thursday (3 days after), 12:00 CET. 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. If you finished just outside of the top 5, be prepared to receive a later invitation.

16.2 Attendance

Once you have confirmed your presence as a full season starter, you are expected to show up for each event of the full season.

If you have to miss an event, you have to send an e-mail to gtmasters@raceroom.com until 8 days before the event, 12:00 CET/CEST.

- The first absence has no consequences.
- The second absence will result in a removal from the league, and no prize money payout.

If you miss an event with no notice or late notice, you will be removed from the championship and receive no prize money payout.

Late absence reports are not possible and will be ignored, except if there is a medical certificate or an emergency. It is up to the staff to decide in these cases, and each case will be reviewed individually.

There will be no points drop score in the full season.

If a full driver misses a single round, it is up to the staff to replace him with an additional guest starter, or not replace him. It will be communicated on the forums and via e-mail.

If a full season driver quits or gets banned, the number of guest drivers will be raised. In cases of short notice absences, it is up to the staff to decide if a guest driver can fill in. It will be communicated on the forums and via e-mail.

§17 Car and Livery selection procedure

17.1 Car Choice

After qualifying, each driver has to pick one car for the full season.

The following cars are available at the start of the season:

Audi R8 LMS GT3

BMW M6 GT3

Callaway Corvette C7R GT3

Mercedes AMG GT3

Porsche 911 GT3 R (2019)

Drivers who qualify in the first two shootouts have to send their car choices until 02.03.2020, 12:00 CET.

Drivers who qualify in the last two shootouts have to send their car choices on the Monday, 12:00 CET, exactly 1 week after the result of their respective shootout, in which they qualified, has been confirmed

17.2 Balance of Performance

This overview informs you about the planned weights. However, in case of physics updates or receiving further information on the performance of the cars, it may be changed. The final weights will be announced in an information mail before each event.

Event:	Osch	Most	RBR	Nürb	Zand	Hock	Sachs
Audi R8 LMS GT3	4 kg	8 kg	8 kg	8 kg		8 kg	
BMW M6 GT3		4 kg			4 kg		20 kg
Callaway Corvette C7R GT3			12 kg	12 kg		4 kg	
Mercedes AMG GT3	20 kg (5 kg)	20 kg (5 kg)	20 kg (5 kg)	20 kg (5 kg)	16 kg (1 kg)	20 kg (5 kg)	24 kg (9 kg)
Porsche 911 GT3 R (2019)	28 kg (8 kg)	28 kg (8 kg)	32 kg (12 kg)	32 kg (12 kg)	24 kg (8 kg)	32 kg (12 kg)	24 kg (4 kg)

(There is a planned BoP update by Sector3 Studios, which will permanently add 15 kg to the Mercedes AMG GT3 and 20 kg to the Porsche 911 GT3 R (2019). Once this is in effect, the value in the brackets will be used.)

17.3 Changes and new releases

Changing cars is generally not possible, also not in the case of an update.

If a new car gets released from a manufacturer that already participates, the drivers using the old model of the same manufacturer are allowed to swap to it.

They will receive an e-mail with the instructions, deadlines, livery information and when the car becomes available, and have to declare their intention to swap via e-mail.

If a completely new car gets released, all drivers have right to swap to it.

They will receive an e-mail with the instructions, deadlines, livery information and when the car becomes available, and have to declare their intention to swap via e-mail.

New cars will also receive Balance of Performance, subject to testing by the staff.

17.4 Custom Livery Choice

Each full season driver will receive his own custom livery for this championship.

RaceRoom will provide 2D photoshop templates for each car. The link will be distributed to the participating teams at a later stage.

Drivers who qualify in the first two shootouts have to send in the final painted skins until 02.03.2020, 12:00 CET.

Drivers who qualify in the last two shootouts have to send their final painted skins on the Monday, 12:00 CET, exactly 1 week after the result of their respective shootout, in which they qualified, has been confirmed, via mail to gtmasters@raceroom.com.

It is recommended that teams start painting in advance on several models that their drivers consider.

Mandatory logo areas are specified on the templates, and have to be left free.

It is not allowed to use discriminating or offending imagery on the liveries.

If you do not submit a livery within the deadline, or submit unreadable or false templates, you will race with a neutral livery with mandatory logos, provided by RaceRoom.

Teams with multiple drivers in the league, especially with multiple drivers using the same car, are requested to implement slight modifications for each driver's car, for example different mirror colours.

The car will be implemented in RaceRoom by our development studio.

Drivers will receive a redeem code to use the car in R3E. They will not be added to the RaceRoom Store.

17.5 Number Choice

Each driver will receive his own starting number, between 2 and 99. He will use it also in future ADAC GT Masters Esports seasons.

Drivers have to send their number choices, in a list of 3, when they reply to the invitation mail until Thursday (3 days after the shootout results are official), 12:00 CET.

In case of double reservations, the order of qualification will be deciding. The first positioned driver in the first shootout has priority, followed by the second, third, fourth and fifth driver who qualified in shootout 1, then shootout 2, 3 and 4.

The number 1 is reserved for the reigning champion, Moritz Löhner. However, he should also pick an additional number, to reserve it for future seasons.

§18 Series Information

18.1 Full season information

All information provided in §18 has purely informative character, is not legally binding and may be modified before the season start.

The official rules will be provided in a separate document before the season start.

18.2 Travel Support

For each LAN event, we will provide:

- One hotel night, for one person
- 250 € travel support
- For rounds at a real GT Masters race: Parking Ticket
- For rounds at a real GT Masters race: Entrance Ticket

These services will only be provided for every single qualified person, and with no exceptions, regardless of age, nationality or distance to the event. Extending it to two or more persons is not possible. There will be no shuttle service from the hotel to the track.

In order to be eligible for the travel support, you have to show up for the event. If you do not show up, you have to pay it back.

18.3 Calendar and Rules

The calendar will consist of a minimum of 4 and a maximum of 6 LAN events.

There will be 7 events, and 8 races. The final at the Sachsenring consists of 2 races, where points are awarded in both races.

Date:	Location:	Track:	LAN/Online:
24. – 26.04.2020	Oschersleben, DE	Oschersleben Moto A	LAN
TBA	TBA	Autodrom Most	TBA
TBA	TBA	Red Bull Ring GP	TBA
14. – 16.08.2020	Nürburg, DE	Nürburgring Sprint	LAN
TBA	TBA	Zandvoort GP	Online
18. – 20.09.2020	Hockenheim, DE	Hockenheimring GP	LAN
02. – 04.10.2020	Hohenstein-Ernstthal, DE	2* Sachsenring	LAN

Difficulty: GetReal

Fuel Usage: to be confirmed

Tyre Wear:1x

Damage: Full

Qualifying: Unlimited laps, open session, 10 min

Formation Lap: No

Type of Start: Standing

Fixed Setups: Yes (TC Preset, Brake Bias, Brake Pressure and Steering Settings open)

Flag Rules: Visual Only

Cut Rules Penalties: In-Game, slowdown penalties

Mandatory Pitstop: Yes, exact format to be confirmed

Game time:

Practice: Sunrise

Qualifying: Morning

Race: Noon

Time acceleration: Off

Race length: 40 min

18.4 Prizes

Drivers will receive prize money for the overall finishing positions of the championship, when the results are declared official by the staff.

Position	Race Result
1	10000 €
2	6000 €
3	3500 €
4	2500 €
5	2000 €
6	1800 €
7	1600 €
8	1400 €
9	1200 €
10	1000 €

In case of a points tie, the following factors are deciding:

- Result in the Multiplayer Race on Track 8
- Result in the Multiplayer Race on Track 7, then 6, then 5 etc.
- Amount of wins
- Amount of 2nd places, then 3rd places, then 4th places etc.
- Order of qualifying for the championship

In each race of the full season, the driver setting the fastest lap of the race will receive 500€.

In addition, there will be proper rewards for race finishing positions. They will be announced at a later stage.

Taxes have to be paid according to German laws. The exact terms and conditions will be released in due time.

18.5 Guest Drivers

In each event, there will be at least 4 guest drivers.

They will qualify online. The exact procedure will be announced at a later stage.

Guest drivers are not eligible for championship points and overall prize money.

However, they are eligible for travel support, fastest lap prizes and proper rewards.

§19 Broadcasts

All races will be streamed in German language with live commentary by Sebastian Gerhart and Thomas Bienert. Links will be provided in the gridmail.

An English stream is yet to be confirmed.