Endurance Team Challenge 2020

RULEBOOK

VERSION 1.0

Index

A. GENERAL INFORMATION

§1 Introduction

The Endurance Team Challenge presented by RaceRoom is an international RaceRoom competition.
It takes place online on RaceRoom Racing Experience, consisting of a leaderboard qualifier and a final event at the Tuning World Bodensee, Friedrichshafen, Germany, on May 2nd 2020.
24 teams will compete in a 4 hour race on the virtual Nordschleife!

§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
Lewis McGlade
Thomas Bienert

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 Endurance Team Challenge 2020 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

§6 Declaration of Consent

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

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

§11 Online Qualifier Calendar

Circuit:	Start of Leaderboard:	End of Leaderboard:
Nürburgring VLN	25.2.2020 15:00 CET	5.4.2020 20:00 CEST

§12 Eligibility

RaceRoom staff has the right to deny any entries without giving reasons.
You have to use the e-Mail address with which you registered on RaceRoom for official e-Mail correspondence.
If you apply to the conditions listed above, as long as you have read and agreed to the rules of this rulebook, and there are no outstanding bans, you are allowed to enter the championship.

§13 Participation

13.1 Entry fees

In order to participate, you need to own at least one car and one livery, and the respective track of the leaderboard competition.
Cars and tracks are available as a bundle, or individually here: http://game.raceroom.com/store/
There is no separate, additional entry fee.

13.2 Cars and Liveries

All GT3 cars, with the exception of the RUF and the Porsche 911 GT3 R (2017), are eligible for this competition. You can use multiple cars on the leaderboard. You are not bound to the car with which you set the fastest time on the leaderboard. Your team still has free choice for the final event.

§14 Leaderboard Qualifier

14.1 Leaderboard rules

Difficulty: Free choice
Fuel Usage: Off
Tyre Wear: Off
Mechanical Damage: Off
Damage: Off
Fixed Setups: Yes (Traction Control and Brake Bias are still adjustable)
Cut Rules Penalties: In-Game, slowdown penalties
Automatic Clutch: Allowed
Automatic Gears: Allowed
Game time: Noon
Weather: Good

14.2 Points

On the leaderboard, drivers will achieve points in regard to the laptime that they have driven.
1000 points will be awarded to the driver with the most points. The remaining drivers receive points relative to the laptime of the fastest driver. Points are visible directly on the leaderboard.

§15 Team registration

15.1 Rules for teams

Teams consist of three drivers, that all have participated on the online leaderboard.
All drivers must show up at the Tuning World Bodensee for the event.
If one of the three drivers from your team does not show up, you have to start from the back.
If only one driver of your team shows up, you cannot participate.
Teams must choose a car, the livery will be assigned by the staff.
There are no costs for entering a team.

15.2 Registration page and format

Team registrations for the live event can be performed here:
https://www.raceroom.com/en/endurance-team-challenge-2020/

Only one driver per team needs to perform this registration.
The driver performing the registration is the team captain for the respective team.

The captain needs to enter his name, his e-mail address and his RaceRoom profile. To enter your RaceRoom profile, just copy the URL when you are logged in at the portal. Example: game.raceroom.com/users/YOUR USERNAME/
The same information must also be provided about the two teammates.

In addition, he needs to enter the team name, the nation that the team represents for the event, and if the team enters the Trophy, which is explained in §15.4.

After the registration, the captain will receive an automatic e-mail response.

15.3 Opening time

Registration opens:
25.2.2020, 15:00 CET

Registration closes:
5.4.2020, 20:00 CEST

15.4 Trophy Entry

The Trophy is a special classification in the final for semi-professional and amateur teams, with a separate prize and some special rules regarding car entry. Its purpose is to create diversity and accessibility on the grid, and an extra challenge for non-pro teams.

If all drivers of your team have:
- not finished on the podium of an official RaceRoom Esports race (AVD Masters, ADAC GT Masters, Esports WTCR, CUPRA Simracing Series, Porsche Esports Carrera Cup Scandinavia, LADA e-Championship, RaceRoom Special Events, Porsche Esports Challenge Russia, SUPER RACER, Endurance Team Challenge, 3Motion Challenge, Volkswagen ID.R Challenge) since 1.5.2019
- not won an official RaceRoom Championship ever before
- not won a tournament on any racing game or simulation with a prize worth of at least 1000 €
Your team is eligible for an entry in the trophy.

15.5 Team list

If there are 24 or less entries, all teams will receive a place on the grid.

If there are over 24 entries, the following restrictions will apply:
18 Teams with the best performing drivers on the online leaderboard will be granted a place on the grid. The order is determined by the accumulated points achieved by all three drivers on the online leaderboard.
In addition, the 6 best Teams that have entered the trophy will also be granted a place on the grid. The order is also determined by the accumulated points achieved by all three drivers on the online leaderboard.
If there are less entries in the Trophy, the number of regular entries will be extended up to 24.
If Trophy entries are amongst the best 18 teams overall, they still take one of the 8 trophy places.
If more than 8 Trophy entries are amongst the best 24 teams overall, the best 24 teams overall will qualify for the final. In this case, there can be more than 8 trophy entries.

The list of qualified teams will be published on April 9th here:
https://forum.sector3studios.com/index.php?forums/Esports/
In addition, all entrants will be notified via E-Mail.

15.5 Changes, questions

If there are questions, or changes (change of driver, withdrawing team entry), you have to send a request to competition@raceroom.com. Changes are only permitted during the registration period,

so until 5.4.2020, 20:00 CEST. In case of special circumstances, changes may be permitted after the registration period, but this will be individually decided by the staff after reviewing the case.

15.6 Simulator Sharing

All drivers of the team have to complete at least one stint. There are at least two mandatory pitstops (you can do more stops if you like). The driver who does the qualifying has to start the race. Driver swaps have to be registered by the driver who comes into the simulator, have to be registered at RaceRoom Staff during the event, and can only be performed during pitstops. There is no intercom system between the drivers.

C. FINAL EVENT

§16 Information on Final Event

16.1 General Information

The final event will be held on **May 2nd 2020** at:
Tuning World Bodensee
Neue Messe 1
88046 Friedrichshafen

All tests, races, briefing and winner celebration will be held between 10:30 and 18:00.

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

The final event will be run as a team event – 3 drivers per simulator. Up to 72 drivers total will compete.

16.2 Travel and accomodation

Entrance to the Tuning World Bodensee is free, via a printed ticket that you will receive via mail. Travelling and accommodation has to be paid by the participant.

Make sure to check out our information page:
https://www.raceroom.com/en/raceroom-esports-event-at-the-tuning-world-bodensee-2020/

If you are looking for a hotel or other information on travelling, make sure to use the website of the Tuning World:
http://www.tuningworldbodensee.de/twb-de/anreise-unterkunft/index.php

A forum section for travelling will be created as a subforum here:
https://forum.sector3studios.com/index.php?forums/Esports/
There you can talk to other drivers or spectators who are interested in attending the event, and maybe travel with them.

16.3 Entry confirmation mail

You will receive a confirmation mail in early April, informing you on details about the event.

16.4 Car Choice

Teams that have qualified, and are not entered in the Trophy, can choose between the following cars:
Audi R8 LMS GT3
BMW M6 GT3
Callaway Corvette C7R GT3
Mercedes AMG GT3
Porsche 911 GT3 R (2019)

The Balance of Performance, and deadline for car choice, will be announced in the invitation mail.

If new GTR3 class cars are released before the event, they may become eligible for this class. The information will be published in the entry confirmation mail.

16.2 Car Choice for Trophy entries

Teams that have qualified, and are entered in the Trophy, can choose between the following cars:

Audi R8 LMS ultra GT3
Bentley Continental GT3
BMW Alpina B6 GT3
BMW Z4 GT3
Callaway Corvette Z06.R
Chevrolet Camaro
Ford GT GT3
Ford Mustang GT3
Mercedes SLS AMG GT3
McLaren MP4-12C
McLaren 650S GT3
Nissan GT-R GT3
P 4/5 Competizione

The Balance of Performance, and deadline for car choice, will be announced in the invitation mail.
The cars will not be balanced 100% with the non-trophy cars.

§17 Race Format at Final

17.1 Championship format

The final event consists of one race, lasting for four hours.

All drivers must be present at the briefing which takes place at 10:30 behind the stage. Not showing up for the briefing means that you are not allowed to start. The exact location of the briefing will be communicated in the arena.

Drivers can pick up a wristband at the previous event days, or at the time of the briefing, so that they can be identified as participants.

17.2 Timetable (provisional)

10:30 CEST	Team Briefing
11:00 CEST	Practice
12:00 CEST	End of Practice
12:50 CEST	Begin of the official event
13:00 CEST	Qualifying – Nordschleife VLN (18 min, rolling start)
13:20 CEST	Race – Nordschleife VLN (4 hours)
17:40 CEST	Winner Celebration

17.3 Server settings

Difficulty: GetReal
Fuel Usage: Off
Tyre Wear: Normal
Damage: tba
Qualifying: Single qualifying, rolling start
Formation Lap: No
Type of Start: Standing
Fixed Setups: Yes
Flag Rules: Visual Only
Cut Rules Penalties: In-Game, slowdown penalties
Automatic Gears: Allowed
Game time: Noon
Weather: Default
View: Free Choice
Mandatory pitstops: at least 2 stops
Race time: Noon

17.4 3 Driver Exception

If one of the three drivers from your team does not show up, you have to start from the back.
If only one driver of your team shows up, you cannot participate.

17.5 Special Information about Event Software

The message "get ready to qualify" will appear on the screen before the start of qualifying. When the timer reaches zero, the server then proceeds to showing the qualifying results, then moves on directly to the race session (no more warm-up session). All the participants are placed on the starting grid in the order of the qualifying results. Contestants will perform a standing start. There is NO formation lap. Starting lights will appear on-screen and the race starts when all lights are off. When the race session timer reaches zero, drivers complete their current lap and the race ends once they all have crossed the finish line. A timer starts counting down once the leader has crossed the finish line. Any car still on the track when that timer reaches zero will have its current position taken as official result.

The race will not be restarted because of on-track incidents. In the case of technical issues, the decision about a potential race restart will be made by the staff.

17.6 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/
Race results will be updated subsequently.

17.7 Championship Title

The official results will be published in the week after the event here:
https://forum.sector3studios.com/index.php?forums/Esports/

The team which finishes first in the official results is the **Endurance Team Champion 2020.**

17.8 Equipment

Participants will be provided over the course of the event with headsets. Usage of own headsets is possible, as long they use headphone jack. USB headsets are not possible.

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 GameSeats (not Motion)
- SimuCUBE with Martin Ascher Steering Wheel
- Heusinkveld Sim Pedals Sprint (Min Force 5kg, Full braking force 50kg)
- Lenovo Think Monitor Widescreen (FOV 0,8)
- Lenovo Computers that are good enough to run high graphics settings

Accessing the controller settings, force feedback settings or car settings in the ingame menu is not possible (the menu cannot be accessed at all).
The ingame force feedback settings are set up in a way to accomodate the direct drive wheels, and cannot be changed. They will use no damping effects.

The force feedback in the simucube controller is set to a strength of 50%.
The steering rotation and lock is set to the car default.

Before the practice session, if you inform the staff, we can change the overall force feedback strength in the simucube controller, and the steering range in the simucube controller (which will have a similar effect to changing the ingame steering rotation) once.

Please understand that it will not be possible to change the settings during the event. If you are unsure, we recommend that you use the default values.

The car setup is fixed, with only brake bias adjustable via the steering wheel. Drivers can change the driving view. Moving the cockpit view perspective will be possible as well. Key assignment will be announced at the event.

The RaceRoom seat can be moved back and forward. Angle of the pedals, and steering wheel position, are fixed.

§18 Rules, Incidents and Penalties

18.1 Etiquette

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

18.2 Flag rules

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

18.3 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

18.4 Reporting Incidents

18.4.1 Report procedure
If you feel like another driver has disadvantaged your race, you or your teammate can report him to the stewards at the event, filling out a form.

Please provide it in the following form:

Your name:
Offending name:
Race, time left, corner:
Short description of the incident:

Separate incidents have to be covered in separate reports.

18.4.2 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.

18.4.3 Deadline for reports

Incident reports have to be provided during the race, or up to 10 minutes after the checkered flag.

18.4.4 Appealing penalties

Appealing penalties after the fact is not possible.

18.4.5 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.

18.4.6 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.

18.4.7 Incident review format

Incidents will be investigated after the race and after the end of the report deadline. They will be announced at the event, if they affect the top 3. For all other places, they will be reviewed online in the week after the event, and announced online.

18.4.8 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.

18.5 Penalties

18.5.1 Introduction to penalties

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

18.5.2 Penalty point catalogue

A regular penalty is 10 seconds + 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 time 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 time maybe 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. No prize money will be paid out.

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.

18.5.3 Announcement of penalties

Full descriptions of the stewards decisions will be released here:
https://forum.sector3studios.com/index.php?forums/Esports/

§19 Prize pool

19.1 Prize pool payout for final event

In total, 5000 € will be paid out, split across 10 teams. Prize money will be paid out according to the official final results of the on-site event at Tuning World Bodensee. The official results will be published here: https://forum.sector3studios.com/index.php?forums/Esports/

Both non-Trophy and Trophy teams are eligible for the payout.

Position	Payout
1	1500 €
2	1200 €
3	900 €
4	600 €
5	300 €
6	180 €
7	120 €
8	80 €
9	60 €
10	60 €

19.2 Trophy-specific prizes

In addition to §18.1, there are trophy-specific prizes. Only Teams participating in the Trophy are eligible for them:

1. Trophy	Own team livery in RaceRoom + 15.000 vRP
2. Trophy	15.000 vRP
3. Trophy	9.000 vRP

19.3 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.

19.4 Violations against the rules and effect on prize payout

Violations against §3 of this rulebook or §17 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.

19.5 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

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 (if you are located outside Germany):

It is possible that we pay out the prize to both drivers (splitting the total winning in half), or to just one driver. In both cases, we need an e-mail confirmation from both drivers. Prize payout may take up to 2 months.

19.6 Payout and taxes for drivers living inside Germany

Cash prizes from sports competitions in Germany are generally taxable. It is the responsibility of the winners to take care of it.

19.7 Payout and taxes for drivers living outside Germany

If you have your permanent residence outside Germany, for any winnings over 250€, taxes apply according to §50a EStG. The tax is 30%, plus an additional 5,5% solidarity surcharge on the tax. Therefore, the sum that is paid out is reduced.

Income-related costs, such as the cost of travelling and accommodation, can be subtracted from the part of the total sum that has to be taxed.
The exact paid out sum will differ from case to case, depending on the cost of travelling and accommodation.