



Esports WTCR – Beat the WTCR Drivers!

RULEBOOK

VERSION 1.0

Index

A. GENERAL INFORMATION.....	4
§1 Introduction.....	4
§2 Glossary	4
§3 Staff List	4
§4 General rules	4
4.1 Reading and understanding the rules	4
4.2 RaceRoom General Competition Rules	4
4.3 Decisions by the Staff	5
§5 Organiser	5
§6 Declaration of Consent.....	5
§7 Data Privacy	5
§8 Premature Termination of the Competition	5
§9 Changes	5
§10 Legal disclaimer	6
B. SPORTING REGULATIONS OF THE INTERNATIONAL CHAMPIONSHIP	7
§11 Online Championship Calendar	7
§12 Eligibility	7
§13 Participation	7
13.1 Free entry	7
13.2 Qualifying for the online multiplayer events.....	7
13.3 Cars and Liveries.....	8
13.4 Team and Community	8
§14 Time Attack championship	8
14.1 Championship format.....	8
14.2 Leaderboard rules	9
§15 Multiplayer championship.....	9
15.1 Championship format.....	9
15.2 Race Format.....	9
15.3 Server settings	9
15.4 Server information	10
15.5 Joining and leaving the server	10
15.6 Race Results.....	10
15.7 Point Allocation and Championship	10
15.8 Championship Title.....	11
§16 Rules, Incidents and Penalties.....	11
16.1 Etiquette	11
16.2 Flag rules.....	11



RULEBOOK VERSION 1.0



16.3 Definition of Incidents	11
16.4 Reporting Incidents	12
16.5 Penalties	13
§17 Broadcasts	14
§18 Prizes	14

A. GENERAL INFORMATION

§1 Introduction

The Esports WTCR – Beat the WTCR Drivers! Competition is the official international simracing competition of the FIA WTCR, supported by RaceRoom, TAG Heuer, KW Suspensions and TrackTime. It takes place online on RaceRoom Racing Experience, consisting of an international championship consisting of a leaderboard championship and a multiplayer championship with 4 live streamed races.

§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
Thomas Bienert
Michael Bell
Lewis McGlade

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 Esports WTCR 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:
competition@raceroom.com

§6 Declaration of Consent

The winners agree that their names will appear in live streams and press releases handled by RaceRoom, the FIA WTCR and Eurosport.

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 FIA WTCR. All employees and partners of RaceRoom and FIA WTCR are obliged by RaceRoom and FIA WTCR 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 FIA WTCR 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 the FIA WTCR 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 the FIA WTCR 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 OF THE INTERNATIONAL CHAMPIONSHIP

§11 Online Championship Calendar

Circuit:	Start of Leaderboard:	Deadline for MP Qualifying:	Multiplayer race live:	Ingame Time:
Hungaroring	25.3.2020 17:00 CET	31.3.2020 21:00 CEST	6.4.2020 19:30 CEST	Noon
Slovakia Ring	31.3.2020 21:00 CEST	14.4.2020 21:00 CEST	20.4.2020 19:30 CEST	Sunset
Ningbo Full	14.4.2020 21:00 CEST	28.4.2020 21:00 CEST	4.5.2020 19:30 CEST	Afternoon
Sepang GP	28.4.2020 21:00 CEST	12.5.2020 21:00 CEST	18.5.2020 19:30 CEST	Noon

§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 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/48>

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 **20 best online drivers will be invited by e-mail** to participate in the live-streamed multiplayer race against the real FIA WTCR drivers. 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.

Players in Position 21 to 92 on the leaderboard will drive in Server 2, 3 and 4, parallel to the official race, in a non-points-scoring fun race.

Invitations will be sent via e-mail on Wednesday.

Drivers must confirm their participation in writing by **no later than Friday, 10 noon (GMT)** before the multiplayer race. If the commitment is not given by the deadline, the qualifier may be replaced by the next participant from the respective ranking list. It shall be up to the organiser to decide whether a replacement is made.

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

Once the grid is final, drivers will receive the **gridmail via e-mail** before the race on race day. There they can see on which server they drive.

Once you have confirmed your presence, you are expected to show up for the event. The General Competition Rules regarding attendance in §15.7 and §15.8 are in effect.

13.3 Cars and Liveries

On the leaderboard, drivers can use whichever car they want, and they can use a different car on each leaderboard.

In the multiplayer races, drivers that participate in Server 1 (Race with real WTCR drivers) have to use the same car for the whole season. In their first confirmation mail for the first multiplayer race that they qualify for, they must attach a list of all cars in order of preference.

The cars will be assigned to them by race control based on leaderboard results, in a way that all liveries are represented in a fairly equal manner (considering the VIP drivers as well), and the drivers receive their car choice on Friday noon.

BoP in each race will be in place, to guarantee equal chances. We will announce the final BoP in the invitation mail, but it will be based on the Malaysia Final 2019 BoP with improvements. Liveries will be assigned by the race direction too.

Drivers in Servers 2, 3 and 4 can drive any car and livery they want, and change between the races.

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 championship

14.1 Championship format

The time attack championship will be active from 25.3.2020 until 12.5.2020. Anyone can participate on the leaderboards.

The fastest driver of each respective leaderboard will receive 1000 points. Slower drivers will receive less points, depending on the time gap to the leader.

At the end of all rounds, the driver with the most total points will be crowned **Esports WTCR – Beat the WTCR Drivers - Time Attack Champion**.

Points scores are automatically updated and will be visible here:

<http://game.raceroom.com/championships/48>

14.2 Leaderboard rules

Difficulty: Free choice
Fuel Usage: Off
Tyre Wear: Off
Mechanical Damage: Off
Damage: Off
Fixed Setups: Yes
Cut Rules Penalties: In-Game, slowdown penalties
Automatic Clutch: Allowed
Automatic Gears: Allowed

§15 Multiplayer championship

15.1 Championship format

The multiplayer championship is the main championship. 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/48#standings>

Updated information, news and penalties can be found here:

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

15.2 Race Format

19:00 CEST	17:00 GMT	Free Practice	35 minutes	
19:30 CEST	17:30 GMT	Stream Start		
19:35 CEST	17:35 GMT	Qualifying	15 minutes	Open session
19:50 CEST	17:50 GMT	Race 1	25 minutes	Standing start
20:15 CEST	18:15 GMT	Race 2	25 minutes	Standing start, Top 10 reversed

During the season, UK is GMT +1 while mainland Europe is GMT +2.

15.3 Server settings

Difficulty: GetReal, assists can be used with penalty weight
Fuel Usage: Off
Tyre Wear: Normal
Mechanical Damage: On
Damage: Basic (suspension damage disabled, all other damage on)
Qualifying: Unlimited laps, open session
Formation Lap: No
Type of Start: Standing
Fixed Setups: Yes
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 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.

15.7 Point Allocation and Championship

Multiplayer Races:

Position	Server 1
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

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

Position	Server 1
1	5
2	4
3	3
4	2
5	1

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

The championship standings can be viewed at
<http://game.raceroom.com/championships/34#standings>

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

- Result in Sepang Race 1
- Result in Ningbo Race 1, then Slovakia Ring Race 1, then Hungaroring Race 1.

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.

Servers 2, 3 and 4 run without points.

15.8 Championship Title

The driver with most points at the end of the season will be crowned **Esports WTCR – Beat the WTCR Drivers – Champion 2020!**

§16 Rules, Incidents and Penalties

16.1 Etiquette

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

16.2 Flag rules

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

16.3 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

16.4 Reporting Incidents

16.4.1 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 competition@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.

16.4.2 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.

16.4.3 Deadline for reports

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

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

16.4.4 Appealing penalties

Appealing penalties after the fact is not possible.

16.4.5 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.

16.4.6 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.

16.4.7 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.

16.4.8 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.

16.5 Penalties

16.5.1 Introduction to penalties

In this championship, you can receive points penalties.

In addition, you can receive strikes for unfair driving.

16.5.2 Penalty point catalogue

A regular penalty is 6 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 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 and to an instant ban from ALL events of the Esports WTCR, including any further events in 2020, 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.

16.5.3 License points system

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

When you receive 5 strikes, you will be excluded from the entire Esports WTCR – Beat the WTCR Drivers season.

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

The competition-overarching rules specified in the General Competition Rules in §15.5 are still active.

16.5.4 Announcement of penalties

Full descriptions of the stewards decisions will be released here:

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

§17 Broadcasts

The multiplayer races of the first server will be streamed live on the Facebook and YouTube page of FIA WTCR, as well as the Twitch Channel of RaceRoom, with English commentary by James Kirk and Robert Wiesenmüller.

A TV live stream is under evaluation.

If you want to stream the races in a local language, or stream a lower server, please contact competition@raceroom.com

§18 Prizes

The champion of the multiplayer championship will win a TAG Heuer watch. The exact specs will be announced at a later point. The winner will receive information about it via mail after the end of the competition, up to 2 months post.