

DTM ESPORTS ***CLASSIC CHALLENGE***

RULEBOOK

VERSION 1.0

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A. GENERAL INFORMATION

§1 Introduction

DTM has announced the first in a series of high-profile esports competitions. The DTM esports Classic Challenge tournament, run in association with RaceRoom, will involve some of the sport's biggest real-life drivers and most iconic cars.

The five-round retro-themed mini-series will run across every weekend in May and will feature 15 past and present DTM drivers as well as virtual racing influencers racing against five sim racers, chosen randomly from the fastest 100 qualifiers for each event.

The races will draw from DTM's rich history – reaching as far back as 1992 to provide drivers with classic cars from some of motorsport's greatest manufacturers, including Audi and BMW. Uniquely, the Classic Challenge will enable the sport's current superstars to race competitively in some of the series' most celebrated retro machines.

Before the coronavirus, the 2020 DTM season was originally scheduled to kick off at Zolder this weekend (April 24-26); now, the DTM Esports Classic Challenge becomes the perfect alternative to launch the series' first virtual race, which will take place on Sunday May 3.

§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 DTM ESPORTS CLASSIC CHALLENGE 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 and the DTM.

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 DTM. All employees and partners of RaceRoom and DTM are obliged by RaceRoom and DTM 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 DTM 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 DTM 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 DTM 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 CHALLENGE

§11 Online Championship Calendar

Circuit for qualifying:	Car Class:	Start of Leaderboard:	Deadline for MP Qualifying:	Multiplayer race live:	Who qualifies?
Nürburgring Short (slow chicane)	DTM 1992	27.4.2020 14:00 CEST	30.4.2020 14:00 CEST	3.5.2020 14:00 CEST Surprise track	5 random drawn from Top 100 LB
Lausitzring GP (long)	DTM 2013	30.4.2020 14:00 CEST	6.5.2020 21:00 CEST	10.5.2020 14:00 CEST Surprise track	5 random drawn from Top 100 LB
Circuit Zolder	DTM 2014	6.5.2020 21:00 CEST	13.5.2020 21:00 CEST	17.5.2020 14:00 CEST Surprise track	5 random drawn from Top 100 LB
Hockenheimring GP	DTM 2016	13.5.2020 21:00 CEST	20.5.2020 21:00 CEST	24.5.2020 14:00 CEST Surprise track	5 random drawn from Top 100 LB
-	Fan Vote	-	-	31.5.2020 14:00 CEST Surprise track	15 random drawn from Top 100 of TA Scoring

The race will always be held at a surprise track, which will be announced Friday before the race.

§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/52>

Each race has its own qualifying competition. You need to qualify for each event individually.

At the deadline for qualifying for the first four Multiplayer races, from the top 100 of each leaderboard, 5 drivers will be randomly drawn. They will receive an e-mail invite on the following day (round 1: same day) where they have to confirm their spot.

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 another randomly drawn participant. 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 Friday evening, or race day. There they can see the password, the race track, their car choice and additional rules.

For the final event, there will be 15 Esports drivers participating. They will be randomly drawn from the top 100 of the time attack scoring (as in §14). The invites will be sent in the week leading up to the event.

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, the cars will be assigned by the race direction, depending on the choices of the All-Star drivers.

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.

13.5 All-Star Drivers

In each race, a selected amount of VIP drivers will participate. They will consist of real DTM drivers, DTM legends and influencers.

§14 Time Attack scoring

14.1 Format

The time attack scoring will be active from 27.4.2020 until 20.5.2020. 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. The points of all leaderboards are added.

Points scores are automatically updated and will be visible here:
<http://game.raceroom.com/championships/52>

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
Daytime: Noon.

§15 Multiplayer Races

15.1 Championship format

There will be 5 multiplayer rounds, consisting of 2 races each.
Each race counts as a single event. There are no multiplayer points.

15.2 Race Format

13:00 CEST	11:00 GMT	Free Practice	65 minutes	
14:00 CEST	12:00 GMT	Stream Start		
14:05 CEST	12:05 GMT	Qualifying 1	8 minutes	Open session
14:13 CEST	12:13 GMT	Warm-up	2 minutes	
14:15 CEST	12:15 GMT	Race 1	15 minutes	Standing start
14:32 CEST	12:32 GMT	Transition and Free Practice		
14:35 CEST	12:35 GMT	Qualifying 2	8 minutes	Open session
14:43 CEST	12:43 GMT	Warm-up	2 minutes	
14:45 CEST	12:45 GMT	Race 2	15 minutes	Standing start, Whole grid reversed

During the season, UK is GMT +1 while mainland Europe is GMT +2.
Small adjustments are possible and will be communicated in the gridmail.

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: Noon
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.
You can NOT join during a qualifying session.
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/>
Race results will be updated subsequently.

§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 Monday after the race, 00:01 CET and Tuesday 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 challenge, you can receive time penalties.
In addition, you can receive strikes for unfair driving.

16.5.2 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 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 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 DTM ALLSTARS CHALLENGE, including any further events in 2020, and 8 strikes.

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 DTM ESPORTS CLASSIC CHALLENGE.

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 will be streamed live on the Facebook and YouTube page of DTM with English commentary by Actrollvision and Olli Sittler.