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Porsche Community Legends Competition

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# RULEBOOK

VERSION 1.0

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## A. GENERAL INFORMATION

### §1 Introduction

The Porsche Community Legends Competition is a SimRacing series from RaceRoom. It takes place online on RaceRoom Racing Experience, consisting of a leaderboard competition and 4 live streamed multiplayer races. Its main goal is to bring some fun to our players and the SimRacing audience.

### §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  
Michael Bell  
Robert Wiesenmüller  
Lewis McGlade

The „RaceRoom“ and „Sector3“ accounts on the forum [forum.sector3studios.com](http://forum.sector3studios.com) also count as staff. The Staff can be contacted via e-Mail at [competition@raceroom.com](mailto:competition@raceroom.com)

### §4 General rules

#### 4.1 Reading and understanding the rules

Every driver participating in any event of the Porsche Community Legends agrees to the rules, and agrees to obey to the rules. By entering, you are bound to the rules. Not understanding is no excuse for misbehaviour.

If you have questions concerning 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](mailto:competition@raceroom.com)

#### **§6 Declaration of Consent**

All participants agree that their names will appear in live streams and press releases handled by RaceRoom and Porsche.

All participants agree that RaceRoom and the partners of the competition are allowed to produce broadcasts, photographs and movie recordings (e.g. internet stream), on which the participants can be identified. As well as they are allowed to upload statements, interviews and similar captured on audio and video. RaceRoom and the partners of the competition 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 their 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 shall apply in the event of a dispute. If any of the above mentioned 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 Porsche Community Legends events

### §11 Calendar

| Circuit:  | Start of<br>Leaderboard: | Deadline for<br>MP Qualifying: | Multiplayer race<br>live: | Ingame<br>Time: |
|---|--------------------------|--------------------------------|---------------------------|-----------------|
| Hockenheimring,<br>Porsche 911 GT3 R<br>(2019)        | 19.4.2020<br>12:00 CET   | 24.4.2020<br>12:00 CEST        | 28.4.2020<br>19:00 CEST   | Afternoon       |
| Silverstone National,<br>Porsche Carrera Cup<br>(964) | 26.4.2020<br>12:00 CEST  | 1.5.2020<br>12:00 CEST         | 5.5.2020<br>19:00 CEST    | Afternoon       |
| Daytona, Porsche 911<br>RSR                           | 3.5.2020<br>12:00 CEST   | 8.5.2020<br>12:00 CEST         | 12.5.2020<br>19:00 CEST   | Afternoon       |
| Finals  | -                        | -                              | 19.5.2020<br>19:00 CEST   | Afternoon       |

### §12 Eligibility

RaceRoom staff has the right to deny any entries without giving reasons.

You have to use the Email address with which you registered on RaceRoom for official Email 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 conditions

The leaderboards can be accessed here: <http://game.raceroom.com/championships/51>

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

Password and server name are sent in the grid mail.

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.

There is no additional entry fee.

### 13.2 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

### 13.3 Qualifying and special invitations for the online multiplayer events

#### 13.3.1 Qualifying

Qualifying sessions will be accessible via the following link:

<http://game.raceroom.com/championships/51>

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

The best 20 drivers on the respective RaceRoom Porsche Community Legends qualifier will be invited via e-mail on the afternoon or evening of the Friday, on the day the leaderboard closes. We will also send you an invitation

They have time to respond until Monday (3 days after leaderboard has closed), 12:00 CEST to confirm their spot.

If you can not 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 **grid mail via email** 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.

#### 13.3.2 Special Invitations

We fill up the grid up to 30 drivers with real racing drivers, influencers & special guests.

### 13.4 Cars and Liveries

The livery for the multiplayer races will be assigned by RaceRoom.



### 13.5 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 races

### 14.1 General information on Multiplayer.

The multiplayer races are one part of this competition. Joining is only possible by invitation, after qualifying on the respective leaderboard.

Updated information, news and penalties can be found here:  
<https://forum.sector3studios.com/index.php?forums/Esports/>

### 14.2 Race Format

#### 14.2.1 Multiplayer races

|            |           |               |            |                               |
|------------|-----------|---------------|------------|-------------------------------|
| 19:00 CEST | 17:00 GMT | Free Practice | 35 minutes |                               |
| 19:25 CEST | 17:25 GMT | Stream Start  |            |                               |
| 19:35 CEST | 17:35 GMT | Qualifying    | 10 minutes | Open session                  |
| 19:45 CEST | 17:45 GMT | Race 1        | 20 minutes | Standing start                |
| 20:05 CEST | 18:05 GMT | Race 2        | 35 minutes | Standing start, Reversed Grid |

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

#### 14.2.3 Finals

|            |           |               |            |                           |
|------------|-----------|---------------|------------|---------------------------|
| 19:00 CEST | 17:00 GMT | Free Practice | 35 minutes |                           |
| 19:25 CEST | 17:25 GMT | Stream Start  |            |                           |
| 19:35 CEST | 17:35 GMT | Qualifying    | 10 minutes | Open session              |
| 19:45 CEST | 17:45 GMT | Race 1        | 20 minutes | Standing start            |
| 20:05 CEST | 18:05 GMT | Pause         | 5 minutes  | Time to switch the server |
| 20:10 CEST | 18:10 GMT | Qualifying    | 10 minutes | Open session              |
| 20:20 CEST | 18:20 GMT | Race 2        | 20 minutes | Standing start            |
| 20:40 CEST | 18:40 GMT | Pause         | 5 minutes  | Time to switch the server |
| 20:45 CEST | 18:45 GMT | Qualifying    | 10 minutes | Open session              |
| 20:55 CEST | 18:55 GMT | Race 3        | 20 minutes | Standing start            |

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

|        |                      |
|--------|----------------------|
| Race 1 | Track: TBA, Car: TBA |
| Race 2 | Track: TBA, Car: TBA |
| Race 3 | Track: TBA, Car: TBA |

**Note: You need to own all tracks and cars to participate in the finals. Make sure to check this early enough.**

### 14.3 Server settings

Difficulty: GetReal, assists can be used with penalty weight  
Fuel Usage: Off  
Tyre Wear: Off  
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

### 14.4 Server information

Server information and passwords will be distributed via email. You can join the server in the multiplayer section of RaceRoom Racing Experience.

### 14.5 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.

### 14.6 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 Points

### 15.1 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        |

The points scored will be added to form a point table for each single event. Every event will have a separate points table (shootout format).

The final will be run with the same point system. All drivers start at 0 again.

The championship standings can be viewed at

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

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

- Result in the Multiplayer Race on Track 3 (only finals)
- 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.

### 15.2 Invitation to the final

Once the results from a multiplayer race is declared official, the top 5 drivers in each multiplayer race will qualify for the final event of the Porsche Community Legends.

You will receive an email from RaceRoom, with further information and contacts, on Monday evening after the last multiplayer race.

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 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](mailto: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 and 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 Porsche Community Legends, 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.

#### *16.5.4 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 YouTube or Twitch either on Porsche or RaceRoom channels. The broadcast will be provided in English.

## **§18 Prizes**

### **18.1 Leaderboard**

The Top 500 drivers for each leaderboard will receive the driven car with all liveries permanently.

### **18.2 Finals**

1st prize            Podium „Porsche wheel 911 GT3R“ & Podium „Wheelbase DD2“ + V3 pedals

|           |  |
|-----------|--|
| 2nd prize | Podium „Porsche wheel 911 GT3R“ & Podium „Wheelbase DD2“ |
| 3rd prize | Podium „Porsche wheel 911 GT3R“ & Podium „Wheelbase DD1“ |

### 18.3 Special invitations

All drivers additionally invited (see §13.3.2) are not eligible to win prizes.