RULEBOOK – 2020 Esports Challenge

VERSION 1.00

CHALLENGE RULEBOOK 1.00

Index

A. GENERAL INFORMATION

§1 Introduction

We present the ADAC GT Masters Esports Challenge 2020! This is a three-course pre-season championship to get a good start in the upcoming Esports Championship.

§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
Robert Wiesenmüller
Mike Bell

The „RaceRoom" and „Sector3" accounts on the forum forum.sector3studios.com also count as staff. The Staff can be contacted via email 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 Challenge 2020 agrees to the rules of this rulebook by entering the competition.
If you have questions about certain rules, ask the staff via email.

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
Leaderboard 1	05.06.2020 10:00 CET	12.06.2020 10:00 CET	Spa-Francorchamps Grand Prix
Leaderboard 2	17.06.2020 10:00 CET	26.06.2020 10:00 CET	Autodrom Most
Leaderboard 3	01.07.2020 10:00 CET	10.07.2020 10:00 CET	Circuit Zolder

11.2 Multiplayer Races

Event:	Date	Track
Race 1	17.06.2020 19:00 CET	Spa-Francorchamps Grand Prix
Race 2	01.07.2020 19:00 CET	Autodrom Most
Race 3	15.07.2020 19:00 CET	Circuit Zolder

§12 Eligibility

RaceRoom staff has the right to deny any entries.
You must use the email address with which you registered on RaceRoom for official email correspondence.
Drivers born after 5th June 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/57
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 must own the track, and the car. If a livery is assigned to you that you do not own, you must 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.

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 races

14.1 Invitations
10 driver slots are reserved for special invitation like real racing drivers, influencers or simracers.

Additionally, we randomly pick 20 drivers out of the top 100 on the respective RaceRoom leaderboard qualifier. All drivers will be invited via email on the afternoon or evening of the day the leaderboard closes.

All drivers who are qualified for ADAC GT Masters Esports Championship will be excluded from the leaderboard.

They have time to respond until the monday (3 days after), 10:00 CET to confirm their spot. 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 the race

Car choice is free and must 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 must 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 Server settings

Difficulty: GetReal
Fuel Usage: On
Tyre Wear: Normal
Damage: Full
Qualifying: Unlimited laps, open session, 10 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: No
Game time:

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

Time acceleration: Off
Race 1 length: 20 minutes
Race 2 length: 20 minutes
Race 2 reversed grid: full grid

14.4 Race Schedule

18:00 CET	Practice	
18:55 CET	Stream Start	
19:00 CET	**ALL DRIVERS ON SERVER**	
19:20 CET	Qualifying	
19:30 CET	Warmup	
19:35 CET	Race 1	
19:57 CET	Warmup	
20:02 CET	Race 2	FULL REVERSE GRID

14.5 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 email 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 must 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 must be provided between Wednesday after the race, 00:01 CET and Thursday 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 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 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 is increased to 2 strikes.

In severe cases, such as (but not limited to) extremely careless driving or constant track limit infringements to gain an advantage, the is increased to 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.

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

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 Broadcasts

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

An English stream is yet to be confirmed.