



RULEBOOK – 2020

VERSION 1.02

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A. GENERAL INFORMATION

§1 Introduction

ADAC Vorteilswelt, Dekra, Faber Expositze, Pirelli, KW Suspension, RaceRoom and ADAC present the new season of the ADAC GT Masters Esports Championship 2020! This season consists of 7 rounds, with some rounds directly in the ADAC GT Masters paddock! In January 2020 twenty of the very best esports driver in the world qualified as permanent driver. But with the official season we are casting 4 guest driver each race.

§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
Christian Baur
Robert Wiesenmüller
Michael Bell

The „RaceRoom“ and „Sector3“ accounts on the forum forum.sector3studios.com also count as staff. The Staff can be contacted via email at competition@raceroom.com

§4 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the ADAC GT Masters Esports agrees to the rules by entering and agrees to obey to the rules.
If you have questions about certain rules, ask the staff via email.

4.2 General Behaviour

Every driver participating in any event of the ADAC GT Masters Esports Championship must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion of the events.

4.3 Cheating and usage of external software

It is not allowed to use external programs or data that alter the functions of the simulation to gain a competitive advantage. Drivers caught cheating in any part of the championship will be excluded from all parts of the ADAC GT Masters Esports Championship.

In case no usage of software can directly be proven in the files, but due to video evidence, it is still obvious that the driving behaviour of the car cannot be explained with normal game functions, a ban on video evidence is also possible.

4.4 Accounts

You must enter your real name in your RaceRoom ingame account to participate. Fake names or names with clan tags are not allowed and if you use them.

Multiple accounts or deliberate creation of new, lower ranked accounts are not allowed and will result in a permanent exclusion from the ADAC GT Masters Esports Championship presented by RaceRoom, or on repeat offense or in case of ban evasion, in an exclusion from RaceRoom in general.

4.5 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.

4.6 ADAC GT Masters Esports Championship Discord Server

To maintain a good, stable und structured communication we use as dedicated Discord-server. This Discord-server is for drivers of the ADAC GT Masters Esports Championship only. It is mandatory for all permanent drivers to join the server and periodically check for important news. If you need an invitational link send a mail to gtmasters@raceroom.com The invitational link will automatically send with the gridmail if there is a mandatory drivers briefing.

§5 Organiser

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany

For questions regarding the sporting regulations:
competition@raceroom.com

§6 Declaration of Consent

The drivers agree that their names will appear in live streams and press releases handled by all partners of this competitions.

The drivers agree that RaceRoom and the partners of the ADAC GT Masters Esports Championship 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 multiplayer races 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 ADAC 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 Event Calendar & Event Timetable:

11.1 Event Calendar

| Event: | Location | Track | Schedule |
|--|---------------------------------------|--|--|
| Regular season: | | | |
| Eurospeedway Lausitzring | Online | Lausitzring Short Course 40 min | 01.08.2020 18:30 CEST - 20:00 CEST* |
| Nürburgring | Online | Nürburgring GP 40 min | 15.08.2020 18:30 CEST - 20:00 CEST* |
| Hockenheimring | Probably Paddock Hockenheimring | Hockenheim GP 40 min | 19.09.2020 18:30 CEST - 20:00 CEST* |
| Sachsenring | Online | Sachsenring GP 40 min | 03.10.2020 18:30 CEST - 20:00 CEST* |
| Red Bull Ring Spielberg (A) | Online | Red Bull Ring GP 40 min | 17.10.2020 18:30 CEST - 20:00 CEST* |
| Circuit Zandvoort (NL) | Online | Zandvoort GP 40 min | 31.10.2020 18:30 CEST - 20:00 CEST* |
| Motorsport Arena Oschersleben | Probably Paddock Oschersleben | Oschersleben Moto A Course 2*40 min | 07.11.2020 18:30 CEST - 20:40 CEST* |

*if the race is part of an onsite event. The time can differ. All necessary information will be provided in the invitation mail.

11.2 Event Timetable

Normal race day

| | |
|-------------------------|---------------|
| 17:30 CEST – 18:30 CEST | Free Practice |
| 18:30 CEST – 18:50 CEST | Stream Start |
| 18:50 CEST – 19:00 CEST | Qualifying |
| 19:00 CEST – 19:40 CEST | Race I |
| 19:40 CEST – 20:00 CEST | Stream End |

Double header

| | |
|-------------------------|---------------|
| Until 18:30 CEST | Open Practice |
| 18:30 CEST – 18:50 CEST | Stream Start |
| 18:50 CEST – 19:00 CEST | Qualifying I |
| 19:00 CEST – 19:40 CEST | Race I |
| 19:40 CEST – 19:50 CEST | Pause |
| 19:50 CEST – 20:00 CEST | Qualifying II |
| 20:00 CEST – 20:40 CEST | Race II |
| 20:40 CEST – 21:00 CEST | Stream End |

§12 Online Qualifiers for Gueststarters

12.1 Time Attack Qualifiers

| Event: | Starts | Ends | Track | Qualifiers |
|--|--------------------------|--------------------------|----------------------------------|------------|
| Eurospeedway Lausitzring | 17.07.2020 10:00 CEST | 24.07.2020 10:00 CEST | Lausitzring Short Course | Top 4 |
| Nürburgring | 31.07.2020 10:00 CEST | 07.08.2020 10:00 CEST | Nürburgring GP | Top 4 |
| Hockenheimring | 04.09.2020 10:00 CEST | 11.09.2020 10:00 CEST | Hockenheim GP | Top 4 |
| Sachsenring | 18.09.2020 10:00 CEST | 25.09.2020 10:00 CEST | Sachsenring GP | Top 4 |
| Red Bull Ring Spielberg (A) | 02.10.2020 10:00 CEST | 09.10.2020 10:00 CEST | Red Bull Ring GP | Top 4 |
| Circuit Zandvoort (NL) | 16.10.2020 10:00 CEST | 23.10.2020 10:00 CEST | Zandvoort GP | Top 4 |
| Motorsport Arena Oschersleben | 23.10.2020 10:00 CEST | 30.10.2020 10:00 CEST | Oschersleben Moto A Course | Top 4 |

12.2 Entry conditions

The leaderboards can be accessed here: <http://game.raceroom.com/championships/44>

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.

12.3 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

Game time: Noon

Weather: Good

12.4 Cars and Liveries

On the leaderboard, drivers can use whichever car they want, and they can use a different car on each leaderboard. The cars from the live event are not affected by the online car choice.

12.5 Invitations

The best 4 drivers on the RaceRoom leaderboard qualifier will be invited via email on Friday when the respective leaderboard ends.

If one permanent driver declines his participation for a single event or even cancels his participation for the full season the amount of guest starters will increase until the maximum of 24 drivers is reached.

The drivers have time to respond until the following Monday, 3 days after, 10:00 CEST to confirm their spot.

Drivers will then receive a gridmail with all server information.

12.6 Car Choice for multiplayer race

All permanent drivers have already picked their car. These are the cars they must use in each multiplayer race. All guest starters can choose their car in the first event but then must stick to it. You will find the Balance of Performance (BoP) at §17.2

There are five cars available:

- Audi R8 LMS GT3
- BMW M6 GT3
- Callaway Corvette C7R GT3
- Mercedes AMG GT3
- Porsche 911 GT3 R (2019)

The car choice must be specified before the first event you take part, when you reply to the invitation of the ADAC. You must stick to this car choice for every race you take part as guest starter.

§13 Eligibility

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

You must use the email address with which you registered on RaceRoom for official email correspondence.

Drivers born after 15. July 2004 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.

All participants with an age of under 18 year must bring a legal guardian or a representative to the onsite events.

§14 Regular Season

14.1 Schedule and Calendar

The schedule and calendar are specified in §11.

14.2 Attendance

General

If the driver cannot take part in an event, the driver must report that to the staff 1 week before the event (Saturday 18:30 CEST). Every report after this deadline will not be reviewed. Every driver has the chance to miss one race without facing consequences if they reported their absence in between the deadline. Even if they already suffered a penalty for not reporting their absence. This does not count as drop score!

Late absence reports are not possible and will be ignored, except if there is a medical certificate.

In case of an onsite event where drivers suffer from delayed flights or similar situations. The drivers must report immediately to the staff. This can count as hardship and can be treated differently by the staff.

| Missing event: | Without a report | With a report | With medical certificate |
|-----------------------|---|---|--------------------------|
| 1 st event | Minus 50% prizemoney | No action | No action |
| 2 nd event | Disqualification from the season 2020. Setting points to 0. Qualificationlock for ADAC GT Masters Esports Championship 2021 | Minus 50% prizemoney | No action |
| 3 rd event | | Disqualification from the season 2020. Setting points to 0. Qualificationlock for ADAC GT Masters Esports Championship 2021 | No action |

Driversbriefing

At all onsite events there will be a mandatory briefing. The exact location and time of the briefing will be communicated in the invitation mail.

If there is a briefing needed for an online event this will be communicated via gridmail. All drivers must make sure that they can participate. There is no necessity for a microphone, but all drivers need to be able to listen to the race direction.

Not showing up for the briefing means that you are not allowed to start. Which is counted as “not showing up for the race”.

Season drop out

If a driver is forced to drop out or decides to drop out of the ADAC GT Masters Esports Championship 2020 before the season ends. The respective driver will lose all points and is not allowed to qualify for the ADAC GT Masters Esports Championship 2021.

14.3 Travel support

For each event that takes part at a racetrack, the ADAC will provide:

- One hotel night, for one person
- 250 € travel support
- For the GT Masters rounds: Parking Ticket
- For the GT Masters rounds: Entrance Ticket

These services will only be provided for every single qualified person, so for a total of 24 drivers in each event, and with no exceptions, regardless of age, nationality, or distance to the event. Extending it to two or more persons is not possible. There will be no shuttle service from the hotel to the track.

14.4 Balance of Performance

This overview informs you about the ballast weights. In case of physics updates, fuel usage updates or tyre change updates, it may be changed to compensate the effects. The final weights will be announced in an information mail before each event.

| Event: | Lau | Nürb | Hock | Sachs | RBR | Zand | Osch |
|---------------------------|-------|-------|-------|-------|------|-------|-------|
| Audi R8 LMS GT3 | | 2 kg | 2 kg | | | | 2 kg |
| BMW M6 GT3 | 4 kg | | | 18 kg | | 6 kg | |
| Callaway Corvette C7R GT3 | | 2 kg | | | | | |
| Mercedes AMG GT3 | 14 kg | 10 kg | 10 kg | 18 kg | 4 kg | 6 kg | 16 kg |
| Porsche 911 GT3 R (2019) | 14 kg | 16 kg | 14 kg | 12 kg | 8 kg | 12 kg | 12 kg |

14.5 Pitstop regulations (2-Wheel/ 4-Wheel changes)

Due to the Covid-19 pandemic there were some changes in the calendar. The old calendar announced at January 16, 2020 said that Autodrom Most, Red Bull Ring and Circuit Zandvoort are held online. All other races would have been held as an onsite event. Generally, the LAN-Version of RaceRoom does not allow to change less than 4-Wheels. This affected the car choice of several drivers. Therefore, we regulate the tyre choice here. A driver that does not obey to this rule will lose all the points of the respective race and gain 1 strike to his license.

| Event: | Location | Regulation |
|-------------------------------------|----------|-------------|
| Eurospeedway Lausitzring | Online | Free Choice |
| Nürburgring | Online | 4-Wheel |

| | | |
|--------------------------------------|---------------------------------|-------------|
| Hockenheimring | Probably Paddock Hockenheimring | 4-Wheel |
| Sachsenring | Online | 4-Wheel |
| Red Bull Ring Spielberg (A) | Online | Free Choice |
| Circuit Zandvoort (NL) | Online | Free Choice |
| Motorsport Arena Oschersleben | Probably Paddock Oschersleben | 4-Wheel |

14.6 Server settings

Difficulty: GetReal
 Automatic Clutch: Allowed
 Automatic Gears: Allowed

Reverse Start Order Places: Off
 Fuel Usage:
 On (Lausitzring/ Red Bull Ring/ Zandvoort)
 Off (Nürburgring/ Hockenheimring/ sachsenring/ Oschersleben)
 Tyre Wear: Normal
 Damage: Full
 Flag Rules: Visual Only
 Cut Rules Penalties: In-Game, slowdown penalties
 Mandatory Pitstop: Yes
 Max Ping: 350
 Fixed Setups: Yes

Game time: Noon
 Qualifying: Unlimited laps, open session, 10 minutes
 Race length: 40 minutes
 Formation Lap: No
 Type of Start: Standing

14.7 Point Allocation and Championship

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

| Pos. | Server 1 |
|------|----------|
| 1 | 25 |
| 2 | 21 |
| 3 | 18 |
| 4 | 15 |
| 5 | 12 |
| 6 | 10 |
| 7 | 9 |
| 8 | 8 |

| | |
|----|---|
| 9 | 7 |
| 10 | 6 |
| 11 | 5 |
| 12 | 4 |
| 13 | 3 |
| 14 | 2 |
| 15 | 1 |

Guest drivers are not eligible for points. The positions of the guest starters will be ignored for the scoring. Championship points will be granted continuously to all permanent drivers.

The championship standings can be viewed at <http://game.raceroom.com/championships/44#standings>

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

- Amount of multiplayer wins
- Amount of 2nd places, then 3rd places, 4th places etc.
- Amount of penalty strikes received (less = better)
- Random Draw

To receive points, the game must count you as a finisher. Penalty points will be subtracted from the score of the driver.

14.8 Championship Title

The driver with most points at the end of the season will be crowned **ADAC GT Masters - 2020 Esports Champion**.

§15 Equipment for regular season

15.1 General Equipment

Participants will be provided over the course of the event with headsets. Usage of own headsets is allowed.

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.

15.2 Equipment at ADAC GT Masters onsite events

Contestants will race on RaceRoom simulators, equipped with:

| | |
|------------|---------------------------------|
| Wheelbase* | RaceRoom DD based on SimuCube 1 |
| Buttonbox* | Ascher F28 |

| | |
|---------|-------------------------------|
| Pedals* | Heusinkveld Sprint (2 pedals) |
| Screen* | Lenovo P330 |

*changes can be made throughout the ongoing season

The drivers can change the force feedback and rotation settings, with the help of the raceroom staff, on their own risk. Accessing the controller settings or car settings ingame is not possible. The car setup is fixed, with only brake bias and traction control adjustable via the steering wheel. Wheels are set to the default profile of the event version.

§16 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 report him to the stewards after the event.

Your name:

Offending driver:

Session time left when the accident happened:

Corner or track section:

Short description of the incident:

Separate incidents must be covered in separate reports.

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 must be provided between Sunday after the race, 00:01 CEST and Monday after the race 12:00 CEST.

In case of a live event. RaceRoom will provide the replay data to all drivers. From the moment the email was send there are 48h to write your report.

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.

The staff will investigate every full first lap of each race.

The staff will investigate the pit lane exit.

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.

16.5 Penalties

16.5.1 Introduction to penalties and special definition

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

Foreword

The following rulebook is to be enforced on steward's discretion. We know that every incident is unique and as a result cannot be necessarily categorized. The following is not a complete set of infractions and is opened to being amended if the situation calls for an update. Based on our experience the past years we will be closely looking into "Unsafe rejoins", "Moving under braking" and "Contact to pass".

Unsafe rejoin

An unsafe rejoin is defined as any return to the racing surface or racing line in an unsafe manner causing contact or further incidents with other drivers. *Dangerous rejoins may be subject to additional strikes.* For example, but not limited to “T-boning”, “side-swiping” or “blocking the racing line with no momentum”. The onus is on the rejoining driver to make a safe re-entry to the racing surface without affecting the oncoming traffic.

Joining or rejoining in or from pit lane exit

The drivers can cross the white line whilst entering the pitlanes. They must make sure that there is no contact made with other drivers or others are affected.

When rejoining the track, they are not allowed to cross the white line. They can touch the white line with one tyre but no tyre should fully move over the line. An early Re-Entry to the racing surface will be penalised, any additional incidents caused by crossing the white line early will be considered a dangerous re-join.

Moving under Braking

Moving under braking is defined as the act of changing direction in a braking zone as a reaction to another driver pulling alongside or as an attempt to block a committed passing maneuver. The defending driver has to offer racing room and not make any reactive changes of direction. However proactive moves are allowed i.e. closing the door before the attacking drivers commits to going for the gap, not after. Braking on a diagonal trajectory is acceptable if contact isn't made or if it is not a reactive move. In some cases, diagonal or curved braking zones are the racing line these are special cases and will be looked at as such.

Contact boosting

Contact boosting is the act of using collision models to affect the momentum of yourself or other drivers. For example, leaning into another car on a straight in an attempt to either gain momentum or halt the momentum of another driver in order to get a run or cancel their run out. However, these situations are not limited to straights, pushing another driver into the braking zone to force them to overshoot the corner also may be considered as contact boosting.

Contact to pass

Contact to pass is a very broad term that covers many different situations, for example where the attacking driver hits the back/ side of another driver forcing them wide and resulting in a direct undefendable pass.

Forcing off track

Forcing off track means to use your car to move an opponent's car outside of the circuit. This could mean on the outside (i.e. under braking or corner exit), on the inside (i.e. forcing to cut an apex and risk a slowdown), or on a straight.

Deliberate Destabilization

Deliberate Destabilization is the act of making contact with an opponent in order to unsettle their car. This could include into a fast section of corners or into/ during a braking zone.

Deliberate blocking (weaving with intend to block)

Deliberate blocking is the attempt to repeatedly block an attacking cars momentum by changing direction multiple times. The defending car is allowed one defensive direction change and may return to its ideal line if racing room is given or the attacking car has not enough momentum to draw level. However, attempting to break the slipstream is considered legal if done proactively and not as a reactive movement.

Track limits

Track limits are defined as having two wheels on or within the circuit markings (usually, but not limited to, white or yellow lines) or having 4 wheels on a kerb/ curb. This does not override the ingame automatic track limits detection system by RaceRoom.

Overtaking outside of tracklimits

Overtaking outside of track limits means to gain a position whilst being in outside of tracklimits.

Repeated Contact

Repeated contact is defined as multiple instances of contact, without causing damage or position loss to the opponent, but causing time loss and distraction from focusing on the race.

Serving of slow down penalties

When handed a slowdown penalty by the ingame system the driver receiving the slow down penalty should ensure that they serve the slow down in a safe manner, where other cars are unaffected.

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, 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.

Touching or crossing the white line at the exit of the pits will result in a half penalty. No strikes are given. Driver repeatedly disrespecting this rule can gain harsher penalties. This rule does only apply to the fact of touching or crossing the white line. Every infraction caused by re-joining to the ideal line will be handled individually.

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, 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) cheating or deliberately wrecking another driver will lead to a disqualification and to an instant ban from ALL events of the ADAC GT Masters Esports Championship presented by RaceRoom and 5 strikes. His points score of the championship will be reset to 0 (with no other drivers moving up in previous rounds).

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.

16.5.3 License points system

Guest starters who received 2 strikes over the campaign of the ADAC GT Masters Esports Championship 2020, including the leaderboard infraction, will not be invited to any races of the championship.

When you receive 2 strikes, you will receive a qualifying ban for the next race (qualifying before race session).

When you receive 4 strikes, you will not be allowed to participate in the next race.

When you receive 6 strikes, you will be excluded from the entire ADAC GT Masters Esports Season 2020.

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

The competition-overarching rules specified in the General Competition Rules in §15.5 are 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 page of ADAC GT Masters, as well as the YouTube and Twitch Channel of RaceRoom, with german and english commentary.

§18 Prize pool

18.1 Prize pool pay-out

In total, 35.000€ will be paid out for the final championship standings. Prize money will be paid out according to the official final results. The official results will be published here:
<https://forum.sector3studios.com/index.php?forums/Esports/>

In the end of each race there will be a reward of 500€ for the fastest lap. The driver for the fastest lap reward needs to be within the Top15 finisher. This reward will be granted 8 times in total.

| Position | Pay-out |
|----------|---------|
| 1 | 10000 € |
| 2 | 6000 € |
| 3 | 3500 € |

| | |
|----|--------|
| 4 | 2500 € |
| 5 | 2000 € |
| 6 | 1800 € |
| 7 | 1600 € |
| 8 | 1400 € |
| 9 | 1200 € |
| 10 | 1000 € |

18.2 Non-Cash prices

There will Non-Cash prices worth of 45.000€.

The top 3 driver of each race will be rewarded with a non-cash price. Further information will follow on race days.

18.3 Rules for prize pay-out

To claim the full prize money, you have to start all races that you registered for. If you miss one race without a medical certificate, your pay-out will be reduced to 50%. If you miss two races without a medical certificate, you will receive no pay-out. The next drivers in the points will move up in this case.

18.4 Violations against the rules and effect on prize pay-out

Violations against §3 of this rulebook, §20 of this rulebook, §21 of this rulebook and §22 of the rulebook may lead to an exclusion of the championship. As soon as you are excluded from the championship, no prize money will be paid out for you.

18.5 Claiming prize money

SX Consulting Group GmbH will handle the prize pay-out and inform you regarding the details in due time.

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18.6 Pay-out 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.

18.7 Pay-out 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.