



**CUPRA**  
SIMRACING  
SERIES

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## RULEBOOK – 2020 SEASON

VERSION 1.3

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## A. GENERAL INFORMATION

### §1 Introduction

Welcome to the thrill.

Challenge the best simracers worldwide, compete in 13 exciting leaderboards and multiplayer rounds, win your share of 10 000 € prize money, and secure the title in the second season of the CUPRA SimRacing Series!

Your car: The CUPRA Leon Competición! A new breed of racing cars take shape with 3D printing technology, powered by a 2.0 TSI 340hp engine. It uses state-of-the-art HP Multi Jet Fusion technology for better aerodynamics on the air intakes. Up to 265 kmph and 410 Nm of torque, with a faster 6-gear sequential gearbox and improved weight distribution - push it to its limits!

Participation is free – and if you join each leaderboard, you can even keep the CUPRA Leon Competición for free in RaceRoom after the end of the competition, and race it in all game modes!

Let the competition begin!

### §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

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 CUPRA SimRacing Series 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](mailto: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 CUPRA.

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 CUPRA. All employees and partners of RaceRoom and CUPRA are obliged by RaceRoom and CUPRA 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 CUPRA 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 CUPRA 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 CUPRA 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 Race Calendar

<b>Event:</b>	<b>Starts:</b>	<b>Ends:</b>	<b>Multiplayer race live:</b>	<b>Race format:</b>
<b>Nürburgring GP</b>	15.5.2020 15:00 GMT 17:00 CEST	24.5.2020 19:00 GMT 21:00 CEST	30.5.2020 18:00 GMT 20:00 CEST	2x25 min
<b>Imola</b>	24.5.2020 19:00 GMT 21:00 CEST	14.6.2020 19:00 GMT 21:00 CEST	20.6.2020 18:00 GMT 20:00 CEST	1x60 min Mandatory Pitstop
<b>Zandvoort GP</b>	14.6.2020 19:00 GMT 21:00 CEST	21.6.2020 19:00 GMT 21:00 CEST	27.6.2020 18:00 GMT 20:00 CEST	2x25 min
<b>Monza GP</b>	21.6.2020 19:00 GMT 21:00 CEST	5.7.2020 19:00 GMT 21:00 CEST	11.7.2020 18:00 GMT 20:00 CEST	1x60 min Mandatory Pitstop
<b>Red Bull Ring GP</b>	5.7.2020 19:00 GMT 21:00 CEST	19.7.2020 19:00 GMT 21:00 CEST	25.7.2020 18:00 GMT 20:00 CEST	2x25 min
<b>Slovakia Ring</b>	19.7.2020 19:00 GMT 21:00 CEST	2.8.2020 19:00 GMT 21:00 CEST	8.8.2020 18:00 GMT 20:00 CEST	1x60 min Mandatory Pitstop
<b>Brands Hatch Indy</b>	2.8.2020 19:00 GMT 21:00 CEST	16.8.2020 19:00 GMT 21:00 CEST	22.8.2020 18:00 GMT 20:00 CEST	2x25 min
<b>Shanghai GP</b>	16.8.2020 19:00 GMT 21:00 CEST	23.8.2020 19:00 GMT 21:00 CEST	29.8.2020 18:00 GMT 20:00 CEST	1x60 min Mandatory Pitstop
<b>Dubai GP</b>	23.8.2020 19:00 GMT 21:00 CEST	13.9.2020 19:00 GMT 21:00 CEST	19.9.2020 18:00 GMT 20:00 CEST	2x25 min
<b>Suzuka GP</b>	13.9.2020 19:00 GMT 21:00 CEST	20.9.2020 19:00 GMT 21:00 CEST	26.9.2020 18:00 GMT 20:00 CEST	1x60 min Mandatory Pitstop
<b>Hockenheim GP</b>	20.9.2020 19:00 GMT 21:00 CEST	4.10.2020 19:00 GMT 21:00 CEST	10.10.2020 18:00 GMT 20:00 CEST	2x25 min
<b>Spa-Francorchamps GP</b>	4.10.2020 19:00 GMT 21:00 CEST	11.10.2020 19:00 GMT 21:00 CEST	17.10.2020 18:00 GMT 20:00 CEST	1x60 min Mandatory Pitstop
<b>Macau</b>	11.10.2020 19:00 GMT 21:00 CEST	25.10.2020 20:00 GMT 21:00 CEST	31.10.2020 19:00 GMT 20:00 CEST	2x25 min

## §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.

Drivers born after 30. May 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

### 13.1 Entry conditions

There is no entry fee, and no requirement to own any content in RaceRoom Racing Experience.

The entry for the championship is entirely free.

You can find the leaderboards at <http://game.raceroom.com/championships/53>

### 13.2 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.

### 13.3 VIP Driver

CUPRA and RaceRoom can determine a VIP driver. He will compete in Server 1, as a 25<sup>th</sup> car, does not have to do the prequalifying, but is also not eligible for points.

The VIP driver will be announced in the gridmail.

## §14 Leaderboard rules

Difficulty: Free choice

Fuel Usage: Off

Tyre Wear: Off

Mechanical Damage: Off

Damage: Off

Fixed Setups: Yes

Cut Rules Penalties: In-Game

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Sunset until Round 4, Noon from Round 5 on

Weather: Good

## §15 Multiplayer Championship

### 15.1 Invitations

The best 96 drivers on the Leaderboard will be invited via e-mail on Monday afternoon, after the end of the respective qualifying session.

If there is a tie for laptime, the driver who set the time earlier will be counted ahead.

They have time to respond until Wednesday, 10:00 GMT to confirm their spot.

At the same time, a group of at least 30 reserve drivers will be messaged too, who can confirm their participation, in case drivers from the top 96 drop out.

Drivers will then receive a gridmail with all server information. They will be assigned to one of four servers. The 24 fastest registered drivers will compete in Server 1, the 25-48 fastest registered drivers in server 2, the 49-72 fastest registered drivers in server 3 and the 73-96 fastest registered drivers in server 4.

### 15.2 Server settings

Difficulty: GetReal

Fuel Usage: On

Tyre Wear: Normal

Damage: Full

Qualifying: See calendar

Formation Lap: No

Type of Start: Standing

Fixed Setups: Yes

Flag Rules: Visual Only

Cut Rules Penalties: In-Game, slowdown penalties

Mandatory Pitstop:

For uneven rounds: no

For even rounds: Yes, manual pitstop, between 25% and 75% of race distance, change at least 2 tyres

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Sunset until Round 2, Noon from Round 3 on

Race length:

For uneven rounds: 25 minutes

For even rounds: 60 minutes

### 15.3 Timetable for uneven rounds (sprint races)

19:00 CEST / CET	17:00 GMT *	Practice	
20:00 CEST / CET	18:00 GMT *	Stream Start	
20:05 CEST / CET	18:05 GMT *	Qualifying 1	15 minutes, unlimited laps
20:20 CEST / CET	18:20 GMT *	Race 1	25 minutes, standing start
20:45 CEST / CET	18:45 GMT *	Qualifying 2	5 minutes, single quali, alone on track
20:50 CEST / CET	18:50 GMT *	Race 2	25 minutes, standing start

Throughout the season, the local starting times for players in Germany will stay the same. The stream therefore starts at 18:00 GMT for all races except the final one, where it starts at 19:00 GMT.

### 15.3 Timetable for even rounds (endurance races)

19:00 CEST / CET	17:00 GMT	Practice	
20:00 CEST / CET	18:00 GMT	Stream Start	
20:05 CEST / CET	18:05 GMT	Qualifying	15 minutes, unlimited laps
20:20 CEST / CET	18:20 GMT	Race	60 minutes, standing start, mandatory pitstop

### 15.4 Point Allocation and Championship

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

Points per leaderboard:

Position	Points
1	50
2	49
3	48
4	47
5	46
6	45
7	44
8	43
9	42
10	41
11	40
12	39
13	38
14	37
15	36
16	35
17	34
18	33
19	32
20	31
21	30
22	29
23	28
24	27
25	26
26	25
27	24
28	23
29	22
30	21
31	20

32	19
33	18
34	17
35	16
36	15
37	14
38	13
39	12
40	11
41	10
42	9
43	8
44	7
45	6
46	5
47	4
48	3
49	2
50	1

If two or more drivers set the same laptime, they will receive the points of the highest placed tying driver (only on Leaderboard).

Qualifying Points (Session on race day, setting the grid. For uneven rounds – points in both qualis):

Position	Server 1	Server 2	Server 3	Server 4
1	20	8	4	2
2	15	6	3	1
3	12	4	2	
4	10	3	1	
5	8	2		
6	6	1		
7	4			
8	3			
9	2			
10	1			

Points per race in uneven rounds (sprint races)

Position	Server 1	Server 2	Server 3	Server 4
1	100	40	20	10
2	90	35	18	9
3	82	32	16	8
4	76	30	15	7
5	70	28	14	6
6	65	26	13	5
7	60	24	12	4

8	56	22	11	3
9	52	20	10	2
10	48	19	9	1
11	46	18	8	
12	44	17	7	
13	42	16	6	
14	40	15	5	
15	38	14	4	
16	36	13	3	
17	34	12	2	
18	32	11	1	
19	30	10		
20	28	9		
21	26	8		
22	24	7		
23	22	6		
24	20	5		

Points per race in even rounds (endurance rounds)

Position	Server 1	Server 2	Server 3	Server 4
1	200	80	40	20
2	180	70	36	18
3	164	64	32	16
4	152	60	30	14
5	140	56	28	12
6	130	52	26	10
7	120	48	24	8
8	112	44	22	6
9	104	40	20	4
10	96	38	18	2
11	92	36	16	
12	88	34	14	
13	84	32	12	
14	80	30	10	
15	76	28	8	
16	72	26	6	
17	68	24	4	
18	64	22	2	
19	60	20		
20	56	18		
21	52	16		
22	48	14		
23	44	12		
24	40	10		

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

- Amount of multiplayer wins
- Amount of 2<sup>nd</sup> places, then 3<sup>rd</sup> places, 4<sup>th</sup> places etc.
- Amount of penalty strikes received (less = better)
- Leaderboard time for round 13, Macau, then round 12, then round 11 etc.

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.

The two worst event scores of each driver will be dropped. Leaderboard, quali and race count as a combined entity for each track. Penalty points count as a separate entity and cannot be dropped.

### 15.5 Official results

The results will be official, only after the stewards report, according to the rules in §16.

Official results will be posted here:

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

### 15.6 Championship Title

The driver with most points at the end of the season will be crowned **CUPRA SimRacing 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 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 your own race. 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 Sunday after the race, 00:01 CET and Monday 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.

In case of constant misbehaviour, the staff has the right to auto-review the first sector of the first lap. At the start of the season, this will however not be done.

### 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 in server 1 is 20 points + 1 strike.

A regular penalty in server 2 is 8 points + 1 strike.

A regular penalty in server 3 is 4 points + 1 strike.

A regular penalty in server 4 is 2 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 CUPRA SimRacing Series, 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 4 strikes, you will receive a qualifying ban for the next race (qualifying before race session). If the next race is a sprint race, it counts for both qualifyings.

When you receive 6 strikes, you will not be allowed to participate in the next Race.

When you receive 8 strikes, you will be excluded from the entire CUPRA SimRacing Series 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 CUPRA, as well as the Twitch Channel of RaceRoom, with English commentary by Lewis McGlade and Robert Wiesenmüller.

If you want to stream the races in a local language, or stream a lower server, please contact [competition@raceroom.com](mailto:competition@raceroom.com)

### §18 Prize pool

#### 18.1 Cash prize payout

In total, 10.000€ 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/>

Position	Payout
1	2500 €
2	2000 €
3	1500 €
4	1250 €
5	875 €
6	625 €
7	500 €
8	375 €
9	250 €
10	125 €

#### 18.2 Ingame Car Prize

All drivers that set a valid lapttime on all of the 13 leaderboards (so 13 laptimes) will receive the CUPRA Leon Competición for free on RaceRoom, and can play all game modes with it.

Delivery can take up to 4 weeks.

### 18.3 Claiming prize money

You will be messaged by RaceRoom up to 2 weeks after the conclusion of the championship

You have to provide the following information:

Name:

Address:

City:

Country:

IBAN:

BIC:

Prize payout can take up to 2 months after sending the correct payout information.

### 18.4 Violations against the rules and effect on prize payout

Violations against §3 of this rulebook and §16 of this 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 Payout 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.

### 18.6 Payout 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.