



**CUPRA**  
E - RACING  
COMPETITON

---

## RULEBOOK – 2020 SEASON

VERSION 1.0

**Index**

A. GENERAL INFORMATION .....4

    §1 Introduction .....4

    §2 Glossary .....4

    §3 Staff List .....4

    §4 General rules.....4

        4.1 Reading and understanding the rules .....4

        4.2 RaceRoom General Competition Rules .....5

        4.3 Decisions by the Staff .....5

    §5 Organiser .....5

    §6 Declaration of Consent .....5

    §7 Data Privacy .....5

    §8 Premature Termination of the Competition.....5

    §9 Changes .....6

    §10 Legal disclaimer.....6

B. SPORTING REGULATIONS .....7

    §11 Race Calendar .....7

        11.1 Qualifiers.....7

        11.2 Final .....7

    §12 Eligibility.....8

    §13 Participation.....8

        13.1 Entry conditions .....8

        13.2 Team and Community .....8

        13.3 VIP Driver .....8

    §14 Leaderboard rules .....8

    §15 Multiplayer Event Qualifiers (Suzuka, Shanghai, Dubai) .....9

        15.1 Invitations .....9

        15.2 Server settings.....9

        15.3 Timetable for Multiplayer Event Qualifiers .....9

        15.4 Point Allocation and Championship .....10

        15.5 Official results .....10

        15.6 Qualification for the final.....10

    §16 Leaderboard qualifiers (Bathurst, Sonoma).....11

    §17 Final Event (Online) .....11

        17.1 Invitations .....11

        17.2 Server settings.....11

        17.3 Timetable for Final .....12

        17.4 Point Allocation and Championship .....12

17.5 Official results .....	13
17.6 Champion.....	13
§18 Rules, Incidents and Penalties .....	13
18.1 Etiquette .....	13
18.2 Flag rules.....	13
18.3 Definition of Incidents .....	13
18.4 Reporting Incidents .....	14
18.5 Penalties.....	15
§19 Broadcasts.....	16
§20 Prize pool .....	16
20.1 Cash prize payout .....	16
20.2 Claiming prize money .....	17
20.3 Violations against the rules and effect on prize payout .....	17
20.4 Payout and taxes for drivers living inside Germany .....	17
20.5 Payout and taxes for drivers living outside Germany.....	17

## A. GENERAL INFORMATION

### §1 Introduction

You set the pace.

The new CUPRA Leon E-Racer shows the future of racing. The world's first 100% electric racing car. Going from 0 to 100 in just over 3 seconds, it can reach speeds of up to 270 km/h. All on electric power.

Participate for free in the time attack qualifiers and push the CUPRA Leon E-Racer to the limit, on exciting circuits all around the world.

In the first 3 time attack rounds, the top 24 qualify for a multiplayer event, held on Monday evening. The best 6 drivers in each event advance to the final.

In the final 2 time attack rounds, the top 3 qualify for the final directly.

CUPRA's real racing drivers might make an appearance in the competition as well!

The 24 finalists will compete in 4 exciting races, all held on 7. December 2020 online, for the title and for a total prize pool of 10 000 € cash prizes.

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 E-Racing Competition 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 and CUPRA 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 and CUPRA 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

#### 11.1 Qualifiers

Event:	Leaderboard Starts:	Leaderboard Ends:	Leaderboard qualifiers:	Multiplayer Event:	Multiplayer qualifiers:
<b>Suzuka GP</b>	09.10.2020 18:00 GMT 20:00 CEST	21.10.2020 18:00 GMT 20:00 CEST	Top 24 advance to Multiplayer Event	26.10.2020 19:00 GMT 20:00 CET	Top 6 qualify directly for Final
<b>Shanghai GP</b>	21.10.2020 18:00 GMT 20:00 CEST	04.11.2020 19:00 GMT 20:00 CET	Top 24 advance to Multiplayer Event	09.11.2020 19:00 GMT 20:00 CET	Top 6 qualify directly for Final
<b>Dubai GP</b>	04.11.2020 19:00 GMT 20:00 CET	18.11.2020 19:00 GMT 20:00 CET	Top 24 advance to Multiplayer Event	23.11.2020 19:00 GMT 20:00 CET	Top 6 qualify directly for Final
<b>Bathurst GP</b>	18.11.2020 19:00 GMT 20:00 CET	25.11.2020 19:00 GMT 20:00 CET	Top 3 qualify directly for Final		
<b>Sonoma Long</b>	25.11.2020 19:00 GMT 20:00 CET	02.12.2020 19:00 GMT 20:00 CET	Top 3 qualify directly for Final		

#### 11.2 Final

Event:	Practice:	Qualifying:	Warm-up:	Race Start:
<b>Motorland Aragon GP</b>	07.12.2020 17:00 GMT 18:00 CET 65 min	07.12.2020 18:05 GMT 19:05 CET 10 min	07.12.2020 18:15 GMT 19:15 CET 3 min	07.12.2020 18:18 GMT 19:18 CET 10 min
<b>Silverstone National</b>	07.12.2020 18:30 GMT 19:30 CET 5 min	07.12.2020 18:35 GMT 19:35 CET 10 min	07.12.2020 18:45 GMT 19:45 CET 3 min	07.12.2020 18:48 GMT 19:48 CET 10 min
<b>Spa-Francorchamps GP</b>	07.12.2020 19:00 GMT 20:00 CET 5 min	07.12.2020 19:05 GMT 20:05 CET 10 min	07.12.2020 19:15 GMT 20:15 CET 3 min	07.12.2020 19:18 GMT 20:18 CET 10 min
<b>Nürburgring Sprint</b>	07.12.2020 19:30 GMT 20:30 CET 5 min	07.12.2020 19:35 GMT 20:35 CET 10 min	07.12.2020 19:45 GMT 20:45 CET 3 min	07.12.2020 19:48 GMT 20:48 CET 10 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 9. October 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/60>

### 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 the multiplayer events, 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: No

Cut Rules Penalties: In-Game

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Noon

Weather: Good

There will be an overall leaderboard classification, adding points of all 5 qualifiers. It has no influence on the qualification or the prize payout, but you can participate for fun.



## §15 Multiplayer Event Qualifiers (Suzuka, Shanghai, Dubai)

### 15.1 Invitations

The best 24 drivers on the Leaderboard will be invited via e-mail on Thursday 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 Friday, 11:00 GMT to confirm their spot.

At the same time, a group of at least 10 reserve drivers will be messaged too, who can confirm their participation, in case drivers from the top 24 drop out.

Drivers will then receive a gridmail with all server information on Friday afternoon.

### 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: No

Flag Rules: Visual Only

Cut Rules Penalties: In-Game, slowdown penalties

Mandatory Pitstop: No

Driving Aids: Allowed with penalty weight (ABS disallowed)

Game time: Noon

Race length: 10 min

### 15.3 Timetable for Multiplayer Event Qualifiers

19:00 CET	18:00 GMT	Practice	
20:00 CET	19:00 GMT	Stream Start	
20:05 CET	19:05 GMT	Qualifying	10 minutes, unlimited laps
20:15 CET	19:15 GMT	Warm-Up 1	3 minutes
20:18 CET	19:18 GMT	Race 1	10 minutes, standing start
20:30 CET	19:30 GMT	Warm-Up 2	3 minutes
20:33 CET	19:33 GMT	Race 2	10 minutes, standing start, top 10 reversed
20:45 CET	19:45 GMT	Warm-Up 3	3 minutes
20:48 CET	19:48 GMT	Race 3	10 minutes, standing start, top 10 reversed

#### 15.4 Point Allocation and Championship

Each Multiplayer Event will feature its own points table:

Qualifying Points (Session on race day, setting the grid):

Position	Points
1	3
2	2
3	1

Race Points (in each round):

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

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

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 points of each session within an event will be added to form a table.

#### 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 Qualification for the final

The top 6 of the official results in each Multiplayer Event Qualifier qualify for the Final.  
The gridmail for the final will be sent on 04.12.2020.

### §16 Leaderboard qualifiers (Bathurst, Sonoma)

The best 3 drivers on the Leaderboard will be invited via e-mail on Thursday 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 Friday, 11:00 GMT to confirm their spot.

At the same time, a group of at least 3 reserve drivers will be messaged too, who can confirm their participation, in case drivers from the top 3 drop out.

The gridmail for the final will be sent on 04.12.2020.

### §17 Final Event (Online)

#### 17.1 Invitations

The following drivers will compete in the final:

- Top 6 Multiplayer Event Qualifier Suzuka
- Top 6 Multiplayer Event Qualifier Shanghai
- Top 6 Multiplayer Event Qualifier Dubai
- Top 3 Leaderboard Bathurst
- Top 3 Leaderboard Sonoma

Drivers will then receive a gridmail with all server information on Friday, 04.12.2020, afternoon.

#### 17.2 Server settings

Difficulty: GetReal

Fuel Usage: On

Tyre Wear: Normal

Damage: Full

Qualifying: Open Session

Formation Lap: No

Type of Start: Standing

Fixed Setups: No

Flag Rules: Visual Only

Cut Rules Penalties: In-Game, slowdown penalties

Mandatory Pitstop: No

Driving Aids: Allowed with penalty weight (ABS disallowed)

Game time: Noon

Race length: 10 min

## 17.3 Timetable for Final

18:00 CET	17:00 GMT	Practice 1	65 minutes	Motorland Aragon GP
19:00 CET	18:00 GMT	Stream Start		
19:05 CET	18:05 GMT	Qualifying 1	10 minutes, unlimited laps	Motorland Aragon GP
19:15 CET	18:15 GMT	Warm-Up 1	3 minutes	Motorland Aragon GP
19:18 CET	18:18 GMT	Race 1	10 minutes, standing start	Motorland Aragon GP
19:30 CET	18:30 GMT	Practice 2	5 minutes	Silverstone National
19:35 CET	18:35 GMT	Qualifying 2	10 minutes, unlimited laps	Silverstone National
19:45 CET	18:45 GMT	Warm-Up 2	3 minutes	Silverstone National
19:48 CET	18:48 GMT	Race 2	10 minutes, standing start	Silverstone National
20:00 CET	19:00 GMT	Practice 3	5 minutes	Spa-Francorchamps
20:05 CET	19:05 GMT	Qualifying 3	10 minutes, unlimited laps	Spa-Francorchamps
20:15 CET	19:15 GMT	Warm-Up 3	3 minutes	Spa-Francorchamps
20:18 CET	19:18 GMT	Race 3	10 minutes, standing start	Spa-Francorchamps
20:30 CET	19:30 GMT	Practice 4	5 minutes	Nürburgring Sprint
20:35 CET	19:35 GMT	Qualifying 4	10 minutes, unlimited laps	Nürburgring Sprint
20:45 CET	19:45 GMT	Warm-Up 4	3 minutes	Nürburgring Sprint
20:48 CET	19:48 GMT	Race 4	10 minutes, standing start	Nürburgring Sprint

## 17.4 Point Allocation and Championship

Points from the qualifiers are reset, all drivers will start on 0 points.

Qualifying Points (Session on race day, setting the grid. In each qualifying):

Position	Points
1	3
2	2
3	1

Race Points (in each round):

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

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)
- Result in the Nürburgring race

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 points of each session within an event will be added to form a table.

## 17.5 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/>

## 17.6 Champion

The driver with the most points in the official results will be crowned CUPRA E-Racing Champion 2020.

## §18 Rules, Incidents and Penalties

### 18.1 Etiquette

The etiquette follows the rules from the RaceRoom General Competition Rules in §11, §12 and §13.

### 18.2 Flag rules

The flag rules follow the rules from the RaceRoom General Competition Rules in §14.

### 18.3 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.
- Contact Boosting
- Blocking other cars in qualifying
- Blocking other cars while solving a slowdown
- 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

## 18.4 Reporting Incidents

### 18.4.1 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.

### 18.4.2 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.

### 18.4.3 Deadline for reports

For the qualifiers, 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.

For the final, Incident reports have to be provided directly after the race, until 22:00 CET / 21:00 GMT on race day.

### 18.4.4 Appealing penalties

Appealing penalties after the fact is not possible.

### 18.4.5 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.

### 18.4.6 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.

### 18.4.7 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.

#### *18.4.8 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.

### **18.5 Penalties**

#### *18.5.1 Introduction to penalties*

In this championship, you can receive points penalties.

In addition, you can receive strikes for unfair driving.

#### *18.5.2 Penalty point catalogue*

A regular penalty in server 1 is 4 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 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 CUPRA E-Racing Competition, 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.

#### *18.5.3 License points system during qualifiers*

When you receive 2 strikes, you will be disqualified from the qualifier, in which you got the 2<sup>nd</sup> strike.

When you receive 3 strikes, you will not be allowed to participate in the next qualifier.

When you receive 4 strikes, you will be excluded from the entire CUPRA E-Racing Competition 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.

#### *18.5.4 License points system during final*

Strikes from the qualifiers are reset for the final (they still count to the overarching General Competition Rules, but not towards the limit in the final).

When you receive 2 strikes, you will be disqualified from the final and receive no prize money payout.

The competition-overarching rules specified in the General Competition Rules in §15.5 are still active.

#### *18.5.5 Announcement of penalties*

Full descriptions of the stewards decisions will be released here:

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

## **§19 Broadcasts**

The multiplayer races will be streamed live on the Facebook and YouTube page of CUPRA and RaceRoom, as well as the Twitch Channel of RaceRoom, with English commentary.

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

## **§20 Prize pool**

### **20.1 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 €



## 20.2 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.

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

Violations against §3 of this rulebook and §18 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.

## 20.4 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.

## 20.5 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.